

Dungeon100720 - Dungeon Level 1

Room # 1

Arkhos Meeting Room - 50ft. long x 10ft. wide x 15ft. tall

holy/unholy writings; Chasm, Natural; manure smell; music

Enter through a Locked Door, Magic/Psi on the west wall from a 5ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Thandell the loathsome Baron Flight (Bombs); Rezdan the sublime Millennium Hillbilly (Flaming)

Charm Person Trap; DL 1; Search DC 11 (Cleric CL 2, no resistance)

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

[x1] Conjuraton spells function at triple effect

210gp

a sticky bun, 5gp

a red plastic mug, 1gp

Needle of Dove-Grey Mucus.; 1/2P: Dutch Oven Beam: Do this Status

Effect to one target (no save) ; CL 7; SL 1; 1580gp

Pathway Censer: Equip: Pay 2 Dex and "Equipped creature gets +2 to hit/dmg

and +7 AC/saves and 5 hp and has Protection from die rolls.; 1880gp

DL I Diminutive Gamer Mercenarys x(16) x[12]

AC 22, HD 3, hp 8, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

Str 15, Dex 12, Con 13, Int 12, Wis 16, Chr 17, 0.02kxp

Mentor, Horsemanship

Mtg Spells:

[Mtg B Instant SL2] Word of Command: Look at target opponent's hand and choose a card from it. You control that player until V they're from lands that player controls and only if mana they produce is spent to activate other mana abilities of lands the player

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Room # 2

Tavelia Class - 30ft. long x 50ft. wide x 5ft. tall

rail; book; footsteps (ahead); groaning

Enter through a Phase Door (as the spell) on the south wall from a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Ebrigel the majestic Quin- Boy (Bludgeon); Needra the hypocritical Arch- Walker (Radiation)

Tripping Arrows Trap; DL 1; Search DC 11 (Attack +20 ranged, 10d2 Con damage)

Vegetation that (causes/has/or is) illusory wall

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function

223gp

a diamond brooch, 98gp

a scimitar, sword, 1d9 (5), 49gp

Orangey Shield [AT+11] +2 AC/+1 Saves; 1V: Your touch deals 4d6 acid damage.; CL 8; SL 1; 2450gp

Azur Chime: +1 Level(s) in a Psionicist Group Class; 2010gp

DL I Tiny Sable Peasants x(30) x[9]

AC 22, HD 3, hp 16, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

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

Rampage 1

Mtg Spells:

[Mtg B Sorcery SL3] Perish: Destroy all green creatures. They can't be regenerated.

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Room # 3

Nether Void Pool - 45ft. long x 35ft. wide x 15ft. tall

ramp; idol; scream(ing); hazy

Enter through a Locked Door, Out of Phase on the west wall from a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Kairn the winsome Supreme Nova (Zeppelin); Amalas the warped Omega Jack (Club)

Ingested Negative Energy / Death Trap; DL 1; Search DC 11 (20 damage, no resistance)

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

[x1] Turning Undead is at +10 CL and -5 to the 1d20 turn roll (these are fixed amounts, rolled once)

909gp

a magic flame, 1000gp

some foxfire, +1 AC, 0gp

Flask of Cinnamon Semen.; 1attack: Teaser Brand: Brand this Status

Effect to one weapon (no save) ; CL 11; SL 1; 1210gp

Sword Mask: Equip: Pay 2 SL(s) and "Equipped creature gets +9 to hit/dmg and

+4 AC/saves and 7 hp and has Bushido 1, Haste and Protection from wordy.; 1240gp

DL I Tiny Hornet Deserters x(43) x[6]

AC 21, HD 3, hp 16, RR 34% #Att 2, TH ÷ AC/Save DC by 4, dmg 9

Str 14, Dex 15, Con 14, Int 12, Wis 13, Chr 16, 0.02kxp

Myriad

Mtg Spells:

[Mtg R Instant SL2] Orcish Catapult: Randomly distribute X

-0/-1 counters among a random number of random target creatures.

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Room # 4

Meditation Plane Banquet - 40ft. long x 40ft. wide x 50ft. tall

grill; Walls of Bone; steamy near floor; ozone smell

Enter through a Automatic Door (opens if anyone approaches) on the west wall from a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Galeno the deadly Techni- Elephant (Water); Urga the greedy Android Warrior (Cart)

Injected Splinters Trap; DL 1; Search DC 11 (10 Dex damage, DC 11 Spell save for 1/3)

Door, Secret that (causes/has/or is) One-Way

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

29gp

a circle of tears, +3 AC, 750gp

a luminous pool, 0gp

Copper Robe [AT+12] +2 AC/+2 Saves; 1/2F: Each segment, if an enemy combatant does

not attack you, he takes CL dmg (no save); CL 9; SL 1; 3095gp

Blade Collar: Equip: Pay 24 hp(s) and "Equipped creature gets +6 to hit/dmg and +4 AC/saves and 9 hp"; 1890gp

DL I Tiny Bird Ninjas x(35) x[11]

AC 22, HD 3, hp 16, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

Str 16, Dex 15, Con 16, Int 15, Wis 13, Chr 15, 0.02kxp

Wither, Protection from black borders, Lifelink

Mtg Spells:

[Mtg R Sorcery SL2] Pyrophobia: Pyrophobia deals 3 damage to target creature. Cowards can't block this turn.

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Room # 5

Gargantika Court - 30ft. long x 40ft. wide x 25ft. tall

magic circle; chest; roar(ing); metallic smell

Enter through a Trapped Door, Out of Phase on the south wall from a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Praethec the warped Stone Thief (Slime); Marnin Duman the demonic Voodoo Dwarf (Gas)

Whirling Spears Trap; DL 1; Search DC 11 (Attack +19 melee, 10d2 damage)

Door, Secret that (causes/has/or is) Monster Generator: Lycanthrope (summons a Lycanthrope every segment)

[x1] All spells function at triple effect

547gp

a Chair for a scribe, 0gp

a silk pillow, mace, 6d5 (18), 1gp

Horn of Goodness (Evil), 10710gp

Rian's Brain: +1 to Dex; 1M: No target, group no target, and DT 1.; CL 9; SL 1; 1340gp

DL I Diminutive Poison-Snake Pirates x(47) x[7]

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

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

Haste, Provoke

Mtg Spells:

[Mtg W Instant SL3] Guardians' Pledge: White creatures you control get +2/+2 until end of turn.

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Room # 6

Ergamon Creamatorium - 5ft. long x 35ft. wide x 45ft. tall

fireplace; gong; scratching/scrabbling; grunting

Enter through a Teleport Door (other side is far away) on the east wall from a 25ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Merigo the beautiful Teen Blaze (Cycle); Andronus the imbecilic Insect Creeper (Star)

Mind Thrust Trap; DL 1; Search DC 11 (Psionicist CL 2, DC 11 Fortitude save for 1/3)

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

[x1] DSZ (Dispel Spell Zone) - Spell effects get countered; existing spell effects have SL% of being dispelled/Week
986gp

a sub issue vest, +1 AC, 15gp

some dry rations, 3gp

Thimble of Roseate Breast Milk.; 1P: Dutch Oven Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 11; SL 1; 1980gp

Rian's Prostate Glands: +2 to HNCL; 1/2F: 1bM: Damage that would put you below 1 hp this segment puts you at 1 hp; CL 11; SL 1; 2080gp

DL I Diminutive Titan Soldiers x(53) x[6]

AC 22, HD 3, hp 8, #Att 2, TH ÷ AC/Save DC by 4, dmg 9

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

Renown 1, Protection from watermarks, Frenzy 1

Mtg Spells:

[Mtg W Sorcery SL3] Leeches: Target player loses all poison counters. Leeches deals that much damage to that player.

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Room # 7

Belenon Priest's Chamber/Lab - 30ft. long x 15ft. wide x 45ft. tall

Floors of Air; skin; bang, slam; still

Enter through a Intelligent Door, might have ego score on the west wall from a 40ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Rerente the amphibious Mistress Slug (Spores); Aloin Silktouch the non-politically correct Imperial Genie (Pogo S

Alley Summoning I Trap; DL 1; Search DC 11 (Cleric CL 2, no save)

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

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

471gp

A pair of ivory scales, 434gp

a diamond longsword, sword, 10d8 (45), 565gp

Chocolate Stone [1d8] +2 Th/+3 dmg 16+/x6; 1/2attack: Self-Preservation; CL 10; SL 1, 1670gp

Bloodforged Mantle: Equip: Pay 2 Wis and "Equipped creature gets +5 to hit/dmg and +2 AC/saves and 6 hp".; 2020gp

DL I Medium Assembly-Worker Warlocks x(12) x[12]

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

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

Bushido 1, Knightlifelink

Mtg Spells:

[Mtg W Instant SL2] Momentary Blink: Exile target creature you control, then return it to the battlefield under its owner's control. Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Room # 8

Fiora Antechamber (Entry room into larger room) - 20ft. long x 5ft. wide x 15ft. tall

evil symbol; cask; footsteps (ahead); coughing

Enter through a Secret Door on the east wall from a 45ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Senelfin the arrogant Fly Canary (Arrows); Harwa the atrocious Colossal Pirate (Pegasus)

Passage transforms into Elemental Vibranium Trap; DL 1; Search DC 11 (10 Chr damage/s, no save)

Pool 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)

[x1] Gravity high 2 G's (-4 Str, /move rate by 3, falling dmg x3, Z actions reduced by 2/s)

504gp

a queue of people, 0gp

a bronze breast plate, +2 AC, 210gp

Potion of Delusion *, 5500gp

Masterwork Scythe: Equip: Pay 2 Dex and "Equipped creature gets +2 to hit/dmg and +11 AC/saves and 9 hp"; 1180gp

DL I Diminutive Reveler Serfs x(6) x[7]

AC 21, HD 3, hp 8, RR 91% #Att 1, TH ÷ AC/Save DC by 4, dmg 9

Str 15, Dex 16, Con 13, Int 15, Wis 13, Chr 14, 0.02kxp

Denimwalk, Flying

Mtg Spells:

[Mtg B Instant SL1] Culling the Weak: As an

additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.

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Room # 9

Shandalar Banquet - 30ft. long x 35ft. wide x 20ft. tall

incense burner(s); jug; thud; breeze, slight

Enter through a Dimension Door (as the spell) on the west wall from a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Floshin the grim 'n' gritty Raccoon Skier (Van); Kaxazas the unkind Captain Eagle (Scooter)

Burning Room Trap; DL 1; Search DC 11 (20 damage, no resistance)

Ceiling that (causes/has/or is) Treasure hidden in secret compartment in container

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

522gp

an onyx ring, +3 AC, 1486gp

an amber spear, staff, 3d4 (7), 3gp

Jug of Pearly Sweat;; 1M: Spiderman Blast: Do this Status Effect to one group (no save) ; CL 7; SL 1; 1700gp

Rian's Urine: +4 to Dex; 1M: Choose an ally, and a target; ally gives a SL^2-word command to target.; CL 9; SL 1; 1330gp

DL I Fine Kavu Cowards x(24) x[8]

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

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

Lifelink, Flanking

Mtg Spells:

[Mtg G Sorcery SL3] Sosuke's Summons: Create two 1/1 green Snake creature tokens. Whenever a nontoken Snake enters the battlefield under your control, you may return Sosuke's Summons from your graveyard to your hand.

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Room # 10

Skalla Laboratory - 45ft. long x 40ft. wide x 50ft. tall

chute; bell (huge); moaning; thud

Enter through a Dimension Door (as the spell) on the west wall from a 50ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Tarathi the strange Senorita Platoon (Invisi--); Aldaron the brazen Albino Tyrant (Giga-)

Injected Radiance Trap; DL 1; Search DC 11 (10 Wis damage, no resistance)

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

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

630gp

a spring shoot, 0gp

a suit of brigandine, +2 AC, 290gp

Copper Cloak [AT+12] +4 AC/+1 Saves; 1Z: Double your healing and hp regeneration rates; CL 8; SL 1; 3185gp

Haunted Sandals: Equip: Pay 2 Str and "Equipped creature gets +2 to hit/dmg and +2 AC/saves and 10 hp and has Double Strike.; 1290gp

DL I Small Wrestler Knights x(43) x[6]

AC 22, HD 3, hp 32, #Att 2, TH ÷ AC/Save DC by 4, dmg 5

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

Vigilance, Myriad, Intimidate

Mtg Spells:

[Mtg U Instant SL1] Cerulean Wisps: Target creature becomes blue until end of turn. Untap that creature. Draw a card.

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Room # 11

Azgol Torture Chamber - 15ft. long x 30ft. wide x 30ft. tall

jar; winch and pulley; chlorine smell; tinkling

Enter through a Plant Door (as the spell) on the north wall from a 45ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Harzel the belligerent Fantastic Force (Mythological god(ess)); Alemanni the irritating Femme Golem (Magnetic)

Crushing Container Trap; DL 1; Search DC 11 (20 damage, DC 11 Breath Weapon save for 1/3)

Room (Floor) that (causes/has/or is) Releases - Map

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

399gp

a Magical Potion of Teleportation, 'teleport' 'teleport' 'teleport' 'teleport', 131gp

a green and black uniform, +3 AC, 9gp

Thimble of Ochre Semen;; 1M: Teaser Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 8; SL 1; 1170gp

Pirate's of the Host: Equip: Pay 2 Str and "Equipped creature gets +3 to hit/dmg and +2 AC/saves and 9 hp".; 1810gp

DL I Small Will-o'-the-Wisp Nobles x(49) x[11]

AC 21, HD 3, hp 32, #Att 1, TH ÷ AC/Save DC by 4, dmg 5

Str 13, Dex 15, Con 16, Int 16, Wis 15, Chr 12, 0.02kxp

Protection from monocolored

Mtg Spells:

[Mtg U Instant SL2] Rites of Refusal: Discard any number of cards. Counter target spell unless its controller pays {3} for each card discarded this way.

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Room # 12

Belenon Fountain/Pool Room - 25ft. long x 45ft. wide x 45ft. tall

cassocks (robes); fallen stones; updraft, strong; murmuring

Enter through a Zombie Door (made of zombies) on the north wall from a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Fiera the awesome Iron Pirate (Lucky Rabbit's Foot); Reule Swiftfingers the adjectiveless Raccoon Zero (Atomic)

Room transforms into Elemental Anti-Godly Trap; DL 1; Search DC 11 (10 Dex damage/s, DC 11 RSW save for half)

Ceiling that (causes/has/or is) Gaseous

[x1] Proof against Teleportation (includes Blinking within room, Plane Shifting, etc.; nothing comes in or out without walking)

912gp

a shot of schnapps, 10gp

The First Key, 1gp

Orchid Scarab [AT+13] +3 AC/+2 Saves; 1M: Pick N (can be negative); get +N ML

and -N*2 CL; ML and CL must be at least 0; CL 10; SL 1; 2990gp

Obsidian of the Realm: Equip: Pay 2 Chr and "Equipped creature gets +4 to hit/dmg and

+8 AC/saves and 5 hp and has Battle Cry, Melee 1, Defender, Knightlifelink and Blurry.; 1640gp

DL I Diminutive Brother Mercenarys x(47) x[12]

AC 21, HD 3, hp 8, #Att 1, TH ÷ AC/Save DC by 4, dmg 9

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

Deathtouch, Annihilator 1, Outlast, Melee 1

Mtg Spells:

[Mtg U Sorcery SL3] Donate: Target player gains control of target permanent you control.

Dungeon100720 - Dungeon Level 2

Room # 1

Kaladesh Creamatorium - 45ft. long x 15ft. wide x 25ft. tall

charcoal; pipes (musical); ringing; footsteps (side)

Enter through a Phase Door (as the spell) on the north wall from a 20ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Lantana the atrocious Rat Stalker (Pencil); Savvis the super-intelligent Sky Ghost (Bulldozer)

Ingested Vibranium Trap; DL 2; Search DC 21 (40 damage, no resistance)

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

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

3,387gp

an iron ring, +3 AC, 5gp

a corridor in time, 0gp

Potion of Psychic Power (all freq.), 12250gp

Assault Armor: Equip: Pay 2 Dex and "Equipped creature gets +21 to hit/dmg and +15 AC/saves and 24 hp and has Mentor.; 4540gp

DL II Diminutive Octopus Nomads x(63) x[6]

AC 82, HD 10, hp 48, #Att 3, TH ÷ AC/Save DC by 6, dmg 18

Str 16, Dex 23, Con 19, Int 19, Wis 23, Chr 13, 0.1kxp

Protection from two-word names, Protection from loose lips

Mtg Spells:

[Mtg U Sorcery SL1] Void Snare: Return target nonland permanent to its owner's hand.

[Mtg W Instant SL2] Pollen Lullaby: Prevent all combat damage that would be dealt this turn. Clash with an opponent. If you win, untap step. (Each clashing player reveals the top card of their library, then puts that card on the top or bottom. A player wins if t

Dungeon100720 - Dungeon Level 2

Room # 2

Azoria Gas Chamber - 20ft. long x 20ft. wide x 30ft. tall

grill; platform; tinkling; squeaking

Enter through a Special Door on the north wall from a 45ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Seret the manipulative Hate Eight (Shooter); Jazmyndeera the greedy Slime Blur (Electrocution)

Basic Spears Trap; DL 2; Search DC 21 (Attack +12 ranged, 20d4 Dex damage)

Illusion that (causes/has/or is) Illusionary wall concealing a chute below

[x1] Nothing in the room can be affected by Don't generate "?"s, Displacement, Disguise Self

3,099gp

a black flag, 190gp

a black bandanna, +2 AC, 724gp

Blackened Scarab [AT+15] +9 AC/+10 Saves; 1M: Fear by sight (SL saves); CL 16; SL 2; 5790gp

Obsidian Psi Crystal: +1 level(s) of exceptional Str; 4120gp

DL II Large Half Pilots x(45) x[7]

AC 82, HD 20, hp 320, #Att 2, TH ÷ AC/Save DC by 12, dmg 17

Str 16, Dex 21, Con 16, Int 20, Wis 17, Chr 24, 0.1kxp

Triple Strike, Mentor, Mentor

Mtg Spells:

[Mtg U Instant SL1] Piracy Charm: Choose one - Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) - Target creature gets +2/-1 until end of turn. - Target player discards a card.

[Mtg U Instant SL2] Perilous Research: Draw two cards, then sacrifice a permanent.

Dungeon100720 - Dungeon Level 2

Room # 3

Azgol Meeting Room - 20ft. long x 25ft. wide x 45ft. tall

idol(s); alcove; breeze, slight; clear

Enter through a Teleport Door (other side is far away) on the west wall from a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Fyren Elmhome the repugnant Shrinking Corp (Stellar); Geirstein the Leopard the friendly, neighborhood Battle S

Whirling Spears Trap; DL 2; Search DC 22 (Attack +30 melee, 20d4 damage)

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

[x1] Time spells function at triple effect

2,736gp

an oak desk, 0gp

a Silver Sword of The Titans, sword, 5d7 (20), 510gp

Glassy Bracers [AT+19] +3 AC/+3 Saves; 1P: Target cannot lose sanity for

the day; +7 mental saves for the day; CL 24; SL 2; 5255gp

Rian's Deltoid muscle: +2 to Str; 1F: CLd2 acid dmg/s.; CL 14; SL 2; 4790gp

DL II Fine Night-Stalker Artificers x(59) x[7]

AC 83, HD 3, hp 12, #Att 4, TH ÷ AC/Save DC by 6, dmg 33

Str 20, Dex 14, Con 16, Int 19, Wis 14, Chr 21, 0.1kxp

Squirrellink, Ingest, Triple Strike

Mtg Spells:

[Mtg B Sorcery SL4] Dread Return: Return target creature card from your graveyard to the battlefield. Flashback Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg G Sorcery SL2] Restore: Put target land card from a graveyard onto the battlefield under your control.

Dungeon100720 - Dungeon Level 2

Room # 4

Kamigawa Map Room / Cartography - 10ft. long x 15ft. wide x 50ft. tall

Bridge, with car and pulley system; skull; footsteps (approaching); bellow (ing)

Enter through a Locked Door, Mechanical on the north wall from a 15ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Zagros the contemptible Underground Stalker (Trident); Selise the greedy Earth Dude (Giga-)

Air in room transforms into Elemental Vibranium Trap; DL 2; Search DC 21 (20 Dex damage/s, DC 22 PP save for 1/3)(multiple tar

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

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d20 dmg and is Drowning)
1,710gp

A silent stream, 0gp

a amethyst, 250gp

Iron Pit of the Icy Sea, 15730gp

Pathway Banner: Equip: Pay 2 SL(s) and "Equipped creature gets +19 to hit/dmg and +15 AC/saves and 6 hp and has Fabricate 1, Last Strike, Protection from two-word names, Bushido 2 and Annihilator 1.; 4690gp

DL II Fine Gorilla-Pack Pirates x(58) x[11]

AC 83, HD 3, hp 20, #Att 2, TH ÷ AC/Save DC by 12, dmg 33

Str 17, Dex 19, Con 19, Int 14, Wis 20, Chr 21, 0.1kxp

Protection from two-word names, Evolve, Frenzy 2

Mtg Spells:

[Mtg W Instant SL1] Festival: Cast this spell only during an opponent's upkeep. Creatures can't attack this turn.

[Mtg R Instant SL2] Smash to Smithereens: Destroy target artifact.

Smash to Smithereens deals 3 damage to that artifact's controller.

Dungeon100720 - Dungeon Level 2

Room # 5

Zendikar Banquet - 5ft. long x 50ft. wide x 45ft. tall

idol (largish); pedestal; rattling; dank, mouldy smell

Enter through a Golem Door (it's a Golem creature) on the east wall from a 10ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Brithmaur the bad Ring Champion (Dark); Skalanx the adjectiveless Lurking Lackey (Meditation)

Cone of Cold 2 Trap; DL 2; Search DC 21 (Wizard CL 4, DC 22 Fortitude save to negate)

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

[x1] Nothing in the room can be affected by Major Image, Dust of Disappearance, Don't generate "?"s

1,233gp

a pair of feathered earrings, +1 AC, 50gp

a Magical Potion of Deadly Combat, 'sanctuary' 'stone skin' 'giant strength' 'armor', 193gp

Flesh-coloured Robe [AT+15] +3 AC/+3 Saves; 1M: Animate Object; CL 14; SL 2; 4235gp

Mask Blade: Equip: Pay 3 Luck and "Equipped creature gets +5 to hit/dmg and +13 AC/saves and 32 hp".; 4370gp

DL II Medium Crocodile Samurais x(32) x[10]

AC 84, HD 12, hp 320, #Att 3, TH ÷ AC/Save DC by 6, dmg 33

Str 24, Dex 21, Con 19, Int 17, Wis 16, Chr 24, 0.1kxp

Skulk, Last Strike

Mtg Spells:

[Mtg B Instant SL2] Transmutation: Switch target creature's power and toughness until end of turn.

[Mtg R Instant SL1] Street Spasm: Street Spasm deals X damage to target creature without flying you don't control. Overload {X}{} may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Dungeon100720 - Dungeon Level 2

Room # 6

Equilor Strongroom/Vault - 40ft. long x 40ft. wide x 30ft. tall

Bridge, Force (magical); pipette; sobbing; smoky smell

Enter through a Ice Door (transparent) on the west wall from a 20ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Hetten the smelly Astro- Hive (Scimitar); Verulia the smelly Meteor Trooper (Moped)

Call Lightning 2 Trap; DL 2; Search DC 22 (Wizard CL 4, no resistance)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Gravity - Greater

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

1,876gp

a cube of blue chalk, 'sanctuary' " " ", 2gp

a Huge Chunk of Meat, 5gp

Potion of Ultimate Solution, 13760gp

Dull Clothes: Free Beastmaster Kit: +1 Animal Companion, Free bonus Animal Handling proficiency; 5080gp

DL II Large Master Processors x(115) x[8]

AC 81, HD 24, hp 384, #Att 2, TH ÷ AC/Save DC by 6, dmg 49

Str 14, Dex 16, Con 17, Int 16, Wis 13, Chr 16, 0.1kxp

Poisonous 2, Annihilator 1, Triple Strike, Exalted

Mtg Spells:

[Mtg W Instant SL2] Celestial Purge: Exile target black or red permanent.

[Mtg B Sorcery SL4] Persecute: Choose a color. Target player reveals their hand and discards all cards of that color.

Dungeon100720 - Dungeon Level 2

Room # 7

Theros Torture Chamber - 25ft. long x 35ft. wide x 50ft. tall

collapsed wall; pit (shallow); bellow (ing); coughing

Enter through a Teleport Door (other side is far away) on the east wall from a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Jerandra the repulsive Ruby Thing (Rapier); Kamish the irritating Turbo- Elf (Taxi)

Ingested Storm Trap; DL 2; Search DC 22 (20 damage, no save)

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

[x1] Travelers spells function at triple effect

2,848gp

a map of Eastern Phoenix, 70gp

a white altar, 0gp

Fuchsia Necklace [AT+19] +3 AC/+2 Saves; 1M: Whenever you are struck by an attack sequence, you randomly blink away after damage; CL 14; SL 2; 4000gp

Leaden Blouse: +200 Rogue Points; 4510gp

DL II Medium Dog Drones x(37) x[8]

AC 82, HD 8, hp 160, #Att 1, TH ÷ AC/Save DC by 12, dmg 18

Str 23, Dex 14, Con 19, Int 15, Wis 14, Chr 24, 0.1kxp

Melee 2

Mtg Spells:

[Mtg B Instant SL4] Agonizing Demise: Kicker {1}{R} (You may pay an additional {1}{R} as you cast this spell.) Destroy target nonbl
It can't be regenerated. If this spell was kicked, Agonizing Demise deals damage equal to that creature's power to the creature's

[Mtg G Sorcery SL2] Winding Way: Choose creature or land. Reveal the top four cards of your library.

Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

Dungeon100720 - Dungeon Level 2

Room # 8

Gastal Trophy Room - 5ft. long x 15ft. wide x 25ft. tall

bow; vice; creaking; laughter

Enter through a Plane Shift Door (other side is on another plane) on the south wall from a 20ft. long x 5ft. wide x 10ft. tall hallway

Sample Names: Akim Amare the dumbfounding Voodoo Shrike (Stallion); Janthra the hostile Morphin' Warlock (Rickshaw)

Tripping Caltrops Trap; DL 2; Search DC 22 (Attack +20 ranged, 10d2 Str damage)

Dome that (causes/has/or is) Takes/Steals

[x1] Gravity low 1/8 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)

3,671gp

a green slime mold, 0gp

some foxfire, +1 AC, 0gp

Greenish Gauntlets [AT+14] +5 AC/+16 Saves; 1M: Bodily Restoration II:

Regeneration 3 hp/round, replace limbs; CL 11; SL 2; 5300gp

Prismatic Chalk: +2hQP Action(s); 4320gp

DL II Large Mutant Deserters x(114) x[12]

AC 83, HD 20, hp 320, CR 126% #Att 2, TH ÷ AC/Save DC by 12, dmg 33

Str 21, Dex 13, Con 21, Int 13, Wis 22, Chr 16, 0.1kxp

Prowess, Rampage 1

Mtg Spells:

[Mtg B Instant SL4] Ritual of the Returned: Exile target creature card from your graveyard. Create a black Zombie creature token. Its power is equal to that card's power and its toughness is equal to that card's toughness.

[Mtg U,W Instant SL2] Energy Arc: Untap any number of target creatures. Prevent all combat damage that would be dealt to and dealt by those creatures this turn.

Dungeon100720 - Dungeon Level 2

Room # 9

Equilor Guardroom - 35ft. long x 25ft. wide x 25ft. tall

alcove; evil symbol; thumping; hissing

Enter through a Revolving/Swinging Door on the east wall from a 45ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Sinnatha the cowardly First Jackal (Derringer); Dalimar the noxious Animal Midget (Caustic)

Contact Magic Trap; DL 2; Search DC 22 (20 Con damage, no resistance)

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

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

401gp

a reed basket, 4gp

a long shard of amber, polearm, 8d7 (32), 10gp

Wings of Flying, 8510gp

Silver-Inlaid Armor: Equip: Pay 58 Rogue Point(s) and "Equipped creature gets +2 to hit/dmg and +5 AC/saves and 36 hp and has Squirrellink, Last Strike, Protection from two-word names, Fabricate 2 and Super haste.; 5040gp

DL II Small Bat Flagbearers x(39) x[11]

AC 84, HD 4, hp 160, RR 73% #Att 1, TH ÷ AC/Save DC by 6, dmg 33

Str 19, Dex 23, Con 24, Int 17, Wis 18, Chr 13, 0.1kxp

Super haste, Snow mountainwalk, Horsemanship

Mtg Spells:

[Mtg B Sorcery SL4] Empty the Catacombs: Each player returns all creature cards from their graveyard to their hand.

[Mtg B Sorcery SL1] Encroach: Target player reveals their hand. You choose a nonbasic land card from it. That player discards that card.

Dungeon100720 - Dungeon Level 2

Room # 10

Vatraqaz Animal Pens - 35ft. long x 45ft. wide x 20ft. tall

pot; coat rack; manure smell; rotting vegetation smell

Enter through a Wood Door, Normal on the east wall from a 35ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Yarumal the bombastic Super Dinosaur (Discs); Aulwyr the iridescent Android Turtle (-wing)

Block transforms into Elemental Fog Trap; DL 2; Search DC 22 (40 Int damage/s, no resistance)

Painting that (causes/has/or is) Treasure hidden in secret compartment in container

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

3,666gp

a pair of leather trousers, 1800gp

slimy green mucus, +4 AC, 0gp

Bright Amulet [AT+14] +3 AC/+15 Saves; 1attack: Immune Wood; 1M: Transmute

Metal to Wood (owner PP saves); CL 9; SL 2; 4685gp

Heart-Piercer Flail: Equip: Pay 2 Dex and "Equipped creature gets

+11 to hit/dmg and +11 AC/saves and 32 hp"; 4240gp

DL II Fine Horror Barbarians x(105) x[9]

AC 83, HD 3, hp 12, #Att 2, TH ÷ AC/Save DC by 6, dmg 33

Str 24, Dex 16, Con 14, Int 19, Wis 13, Chr 17, 0.1kxp

Protection from die rolls

Mtg Spells:

[Mtg B,W Instant SL4] Utter End: Exile target nonland permanent.

[Mtg R Sorcery SL2] Song of Blood: Mill four cards. Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way.

Dungeon100720 - Dungeon Level 2

Room # 11

Ravnica Waiting Room - 45ft. long x 50ft. wide x 45ft. tall

collapsed wall; bell(s); steamy near ceiling; roar(ing)

Enter through a Dimension Door (as the spell) on the north wall from a 25ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Faedwin the perplexing Mud Legion (BBs); Terania the base Stone Bullet (Particle)

Crushing Statue Trap; DL 2; Search DC 22 (20 damage, DC 21 Reflex save for 1/3)

Machine that (causes/has/or is) Poison

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

1,105gp

holy Avenger, sword, 8d12 (52), 570gp

Queen Raptor's Claw, exotic, 5d11 (30), 700gp

Powder of Obsession, 8240gp

Mask Sidearm: Equip: Pay 64 Rogue Point(s) and "Equipped creature gets +2 to hit/dmg and +11 AC/saves and 24 hp and has Melee 2 and Melee 2.; 5030gp

DL II Diminutive Devil Peasants x(105) x[7]

AC 84, HD 5, hp 40, #Att 3, TH ÷ AC/Save DC by 6, dmg 34

Str 14, Dex 22, Con 23, Int 21, Wis 21, Chr 16, 0.1kxp

Bushido 1, Blurry

Mtg Spells:

[Mtg R Instant SL4] Inferno Trap: If you've been dealt damage by two or more creatures this turn, you may pay {R} rather than pay this spell's mana cost. Inferno Trap deals 4 damage to target creature.

[Mtg G Sorcery SL4] Scapeshift: Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle your library.

Dungeon100720 - Dungeon Level 2

Room # 12

Kodisha Temple - 5ft. long x 30ft. wide x 30ft. tall

incense burner(s); chair; howling; metallic smell

Enter through a Plane Shift Door (other side is on another plane) on the south wall from a 40ft. long x 10ft. wide x 20ft. tall hallway

Sample Names: Atol Spearthraasher the perplexing Frog Turtle (Zeppelin); Mehmen the dewy-eyed Miracle Platypus (Omni-)

Contact Colorpool Trap; DL 2; Search DC 21 (20 damage, no resistance)

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

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

2,633gp

a grey robe, +4 AC, 290gp

a bluesteel sword, sword, 4d5 (12), 20gp

Gallon of Opaque Cerebrospinal Fluid; 1P: Blumpkin Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 18; SL 2; 4200gp

Navy Sand paper: +100 PSP's; 4880gp

DL II Large Spike Rebels x(119) x[9]

AC 82, HD 12, hp 768, #Att 2, TH ÷ AC/Save DC by 6, dmg 33

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

Protection from odd collector numbers , Protection from two-word names

Mtg Spells:

[Mtg B Sorcery SL3] Funeral Rites: You draw two cards, lose 2 life, then mill two cards.

[Mtg G,U Instant SL4] Invert the Skies: Creatures your opponents control lose flying until end of turn if {G} was spent to cast this spell, and creatures you control gain flying until end of turn if {U} was spent to cast this spell. (Do both if {G}{U} was spent.)

Dungeon100720 - Dungeon Level 3

Room # 1

Mongseng Laboratory - 50ft. long x 35ft. wide x 50ft. tall

phial; urn; misted; downdraft, strong

Enter through a Stone Door, Normal on the south wall from a 20ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Antigonus the damnable Morphin' Emperor (Genetic engineering); Bedal the marvelous Miracle Giant (Crossbow

Collapsing Stairs Trap; DL 3; Search DC 32 (180 damage, no save)

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

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

2,829gp

a pair of antennae, +15 AC, 0gp

a culvert, 0gp

Drum of Silvery Breast Milk;; 1M: Face Down Blast: Do this

Status Effect to one group (no save) ; CL 33; SL 3; 9380gp

Rian's Stomach: +8 to CL; 1M: One target is cured 30 hp, or

(1bM action) prevent the next 30 dmg to a target.; CL 18; SL 3; 9650gp

DL III Fine Harlequin Drones x(109) x[9]

AC 185, HD 3, hp 20, #Att 5, TH ÷ AC/Save DC by 24, dmg 38

Str 21, Dex 19, Con 29, Int 23, Wis 29, Chr 17, 0.2kxp

Poisonous 2, Evolve

Mtg Spells:

[Mtg R Sorcery SL4] Engulfing Eruption: Engulfing Eruption deals 5 damage to target creature.

[Mtg R Sorcery SL1] Assault Strobe: Target creature gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

[Mtg R Instant SL4] Gaze of Adamaro: Gaze of Adamaro deals damage to target player equal to the number of cards in that player's hand.

Dungeon100720 - Dungeon Level 3

Room # 2

Alara Dormitory - 50ft. long x 50ft. wide x 50ft. tall

hourglass; brazier & charcoal; moaning; scuttling

Enter through a Secret Door on the north wall from a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Zeherah the cowardly Voodoo Scarab (Crowbar); Snake Grindansson the warped Sky Angel (Nullifier)

Spring transforms into Elemental Anti-Psionic Trap; DL 3; Search DC 33 (10 Str damage/s, DC 31 Reflex save for 1/3)

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

[x1] Gravity low 1/9 of a G (-4 Dex, move rate divided by 3, falling dmg = 0, Z actions reduced to 1/s, -1 Con/week)
7,538gp

sugar lump, 'cure poison' 'cure critical' 'cure disease' ", 275gp

fire flower, 0gp

Beige Cube [3d8] +6 Th/+3 dmg 18+/x5; 1P: 1bM: Summon

a DL IV Angel/Deva, lasts until destroyed; CL 24; SL 3, 4900gp

Cordovan Blouse: +1 Level(s) in a Wizard Group Class; 9720gp

DL III Fine Banshee Armys x(65) x[6] x[[[[[3]]]]]

AC 186, HD 3, hp 22, #Att 6, TH ÷ AC/Save DC by 8, dmg 37

Str 23, Dex 23, Con 18, Int 19, Wis 31, Chr 14, 0.2kxp

Poisonous 1, Flying, Rampage 1

Mtg Spells:

[Mtg G,U Instant SL2] Biomass Mutation: Creatures you control have base power and toughness X/X until end of turn.

[Mtg B Instant SL2] Cradle to Grave: Destroy target nonblack creature that entered the battlefield this turn.

[Mtg B Sorcery SL2] Lay Bare the Heart: Target opponent reveals their hand.

You choose a nonlegendary, nonland card from it. That player discards that card.

Dungeon100720 - Dungeon Level 3

Room # 3

Phyrexia Harem/Seraglio - 45ft. long x 50ft. wide x 15ft. tall

Floors of Plants; brazier(s); rustling; ozone smell

Enter through a Bone Door (shrieks loudly if opened) on the north wall from a 40ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Sarelle the gallant Prince Condor (Club); Forice the foul Adolescent Fox (Undead)

Death's Door Trap; DL 3; Search DC 31 (Wizard CL 6, no resistance)

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

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

108gp

a buckler, +1 AC, 11gp

a portal to hell, 0gp

Elixir of Health, 11980gp

Claret Rusty nail: +2 level(s) of exceptional Int; 10020gp

DL III Fine Mage Archers x(108) x[7]

AC 186, HD 3, hp 60, #Att 3, TH ÷ AC/Save DC by 24, dmg 145

Str 15, Dex 17, Con 20, Int 21, Wis 19, Chr 29, 0.2kxp

Battle Cry, Exploit

Mtg Spells:

[Mtg G Sorcery SL3] Genesis Wave: Reveal the top X cards of your library. You may put any number of permanent cards with con cost X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield in:

[Mtg G Instant SL1] Sandstorm: Sandstorm deals 1 damage to each attacking creature.

[Mtg R Instant SL3] Massive Raid: Massive Raid deals damage to any target equal to the number of creatures you control.

Dungeon100720 - Dungeon Level 3

Room # 4

Skalla Banquet - 30ft. long x 25ft. wide x 50ft. tall

tun; ladder; wind, strong; grunting

Enter through a Locked Door, Mechanical on the south wall from a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Eowyna the repulsive Princess Threesome (Yak); Valdemar Darkbird the spectacular Purple Creeper (Abnormal b

Air in room transforms into Elemental Void Trap; DL 3; Search DC 33 (60 Wis damage/s, no save)(multiple targets)

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

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

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

8,424gp

The Shield of Promise, +2 AC, 10gp

a pool of icewine, 0gp

Lily-white Eyes [1d12] +36 Th/+6 dmg 16+/x2; 1M: Confusion (as spell); CL 21; SL 3, 10160gp

Blue Clock: +3bQA Action(s); 9280gp

DL III Small Alien Survivors x(39) x[11]

AC 186, HD 9, hp 176, #Att 2, TH ÷ AC/Save DC by 8, dmg 37

Str 17, Dex 30, Con 24, Int 19, Wis 31, Chr 17, 0.2kxp

Flying, Protection from black borders

Mtg Spells:

[Mtg B Sorcery SL5] Necromantic Summons: Put target creature card from a graveyard onto the battlefield under your control. Sp are two or more instant and/or sorcery cards in your graveyard, that creature enters the battlefield with two additional +1/+1 cc

[Mtg G Instant SL1] Viridescent Wisps: Target creature becomes green and gets +1/+0 until end of turn. Draw a card.

[Mtg C Instant SL4] Adverse Conditions: Devoid (This card has no color.) Tap up to two target creatures. Those creatures don't unt during their controller's next untap step. Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this creature: Add {

Dungeon100720 - Dungeon Level 3

Room # 5

Cridhe Court - 5ft. long x 20ft. wide x 25ft. tall

weapon rack; chasm; dusty; smoky

Enter through a Loop Door (goes to another timeline) on the east wall from a 20ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Hicetaon the brave Danger Midget (Zamboni); Gamaliel the abhorrent Sarge Bull (Hydro-)

Stairs transforms into Elemental Fire Trap; DL 3; Search DC 31 (90 Dex damage/s, no resistance)

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

[x1] Psi 15 powers function at zero effect

7,787gp

a silver flute, 'charm person', 330gp

a Chinese Sword of Jade, sword, 8d9 (40), 100gp

Purplish Medallion [AT+26] +5 AC/+16 Saves; 1attack: AT +10 source, destroy any

weapon that strikes you (save vs. lightning); CL 26; SL 3; 8905gp

Rian's Patella bone: +10 to Chr; 1P: Summon a DL = LVL/2 crap elemental.; CL 22; SL 3; 9350gp

DL III Small Ali-from-Cairo Scouts x(175) x[6] x[[[[[3]]]]]

AC 185, HD 9, hp 160, #Att 5, TH ÷ AC/Save DC by 24, dmg 75

Str 22, Dex 27, Con 21, Int 20, Wis 16, Chr 14, 0.2kxp

Defender, Exalted

Mtg Spells:

[Mtg B Sorcery SL4] Driven // Despair: Aftermath (Cast this spell only from your graveyard. Then exile it.)Until end of turn, creatures you control gain menace and "Whenever this creature deals combat damage to a player, that player discards a ca

[Mtg B Instant SL1] Songs of the Damned: Add {B} for each creature card in your graveyard.

[Mtg G Sorcery SL5] Enlarge: Target creature gets +7/+7 and gains trample until end of turn. It must be blocked

this turn if able. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

Dungeon100720 - Dungeon Level 3

Room # 6

Nether Void Reception - 45ft. long x 30ft. wide x 20ft. tall

candle; catwalk; moaning; sobbing

Enter through a Bone Door (shrieks loudly if opened) on the east wall from a 25ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Medwyn the naughty Time Gladiator (Flail); Asdrorien the boisterous Danger Chameleon (Plane)

Tripping Javelins Trap; DL 3; Search DC 32 (Attack +36 melee, 30d2 damage)

Passage that (causes/has/or is) Suspends Animation

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

4,125gp

a leather saddlebag, 2500gp

a Hoard of Gold Coins, 0gp

Quart of Iridescent Urine:: 1P: Houdini Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 18; SL 3; 9620gp

Kite Blade: Equip: Pay 70 Rogue Point(s) and "Equipped creature gets +9 to hit/dmg and +2 AC/saves and 5 hp".; 9510gp

DL III Diminutive Ali-from-Cairo Knights x(92) x[6] x[[[[[3]]]]]

AC 181, HD 21, hp 132, #Att 5, TH ÷ AC/Save DC by 24, dmg 109

Str 28, Dex 20, Con 22, Int 19, Wis 17, Chr 15, 0.2kxp

Renown 2, Battle Cry, Infect

Mtg Spells:

[Mtg U Sorcery SL4] Talrand's Invocation: Create two 2/2 blue Drake creature tokens with flying.

[Mtg B Instant SL2] Sorin's Thirst: Sorin's Thirst deals 2 damage to target creature and you gain 2 life.

[Mtg W Instant SL3] Expose to Daylight: Destroy target artifact or enchantment. Scry 1.

Dungeon100720 - Dungeon Level 3

Room # 7

Alkabah Fountain/Pool Room - 40ft. long x 30ft. wide x 40ft. tall

workbench; pews; roar(ing); rattling

Enter through a Void Door (cannot see through doorway) on the south wall from a 40ft. long x 15ft. wide x 5ft. tall hallway.

Sample Names: Zakath the smelly Dream Disaster (Bombs); Rybrin the greedy B'Wana Tornado (Tractor)

Fork Trap; DL 3; Search DC 32 (Psionist CL 6, DC 31 Fortitude save for 1/3), (multiple targets)

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

[x1] Proof against Poison (includes natural, magical, psionic poisons, etc.)

6,839gp

a spiny collar, +3 AC, 40gp

Assassins Icepick of DeaTH, sword, 1d1 (1), 600gp

Cup of Lily-White Saliva;; 1M: Hot Carl Beam: Do this Status Effect to one target (no save) ; CL 24; SL 3; 9180gp

Rian's Clavicle bone: +1 to Con; 1M: Summon a DL 1 human druid with "1M:

Gain +1SL and "Whenever a subordinate attacks alone, it gets +10th/+10dmg"; CL 18; SL 3; 9770gp

DL III Small Djinn Samurais x(76) x[7]

AC 186, HD 7, hp 160, #Att 6, TH ÷ AC/Save DC by 8, dmg 110

Str 14, Dex 16, Con 15, Int 19, Wis 20, Chr 30, 0.2kxp

First Strike

Mtg Spells:

[Mtg B Sorcery SL4] Outbreak: You may discard a Swamp card rather than pay this spell's mana cost. Choose a creature type. All creatures of that type get -1/-1 until end of turn.

[Mtg W Instant SL4] True Love's Kiss: Exile target artifact or enchantment. Draw a card.

[Mtg R Instant SL3] Solfatara: Target player can't play lands this turn. Draw a card at the beginning of the next turn's upkeep.

Dungeon100720 - Dungeon Level 3

Room # 8

Amonkhet Corridor - 40ft. long x 20ft. wide x 5ft. tall

brazier(s); pan; rustling; smoky smell

Enter through a Teleport Door (other side is far away) on the west wall from a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Panther Aartson the loathsome Senorita Avalanche (Inertron); Kaldair the happy Screaming Miracle (Blade)

Air in room transforms into Elemental Napalm Trap; DL 3; Search DC 32 (10 Wis damage/s, no save)(multiple targets)

Force Field that (causes/has/or is) Mirage Arcana of a powerful monster (not actually there)

[x1] Distance Distortion: Everyone in the room is in the same "group"; "Hole in the Middle" does function

2,086gp

blood-filled boots, +4 AC, 1000gp

a long slim dagger, dagger, 2d5 (6), 59gp

Cordovan Talisman [AT+45] +16 AC/+37 Saves; 1M: Immune to SL 0-2

(all types), Resist SL 3-4 (all types); CL 36; SL 3; 16260gp

Sword Plating: Equip: Pay 2 SL(s) and "Equipped creature gets +2

to hit/dmg and +9 AC/saves and 24 hp and has Prowess.; 9240gp

DL III Tiny Preacher Serfs x(135) x[12]

AC 183, HD 4, hp 96, #Att 6, TH ÷ AC/Save DC by 8, dmg 37

Str 20, Dex 23, Con 16, Int 21, Wis 19, Chr 21, 0.2kxp

Knightlifelink, Denimwalk

Mtg Spells:

[Mtg G Instant SL3] Wind Shear: Attacking creatures with flying get -2/-2 and lose flying until end of turn.

[Mtg G Instant SL1] Leaf Arrow: Leaf Arrow deals 3 damage to target creature with flying.

[Mtg G Instant SL1] Fog: Prevent all combat damage that would be dealt this turn.

Dungeon100720 - Dungeon Level 3

Room # 9

Kodisha Smithy/Forge - 50ft. long x 25ft. wide x 35ft. tall

carpet (largish); Floors of Ice; clicking; stale, fetid smell

Enter through a Mimic (the monster) on the west wall from a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Cheruu the self-righteous Rat Cult (Orb); Solan the satanic Commander America (Undead)

Contact Venderant Nelaborong Trap; DL 3; Search DC 32 (90 Wis damage, DC 33 Will save to negate)

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

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

4,111gp

Aura of Nobility, +7 AC, 190gp

a glowing long sword, sword, 4d6 (14), 310gp

Snowy Rope [1d8] +35 Th/+15 dmg 13+/x6; 1attack: Cancels psionic powers and effects.; CL 36; SL 3, 14234gp

Inquisitor's Matrix: Equip: Pay 3 Cml and "Equipped creature gets

+11 to hit/dmg and +28 AC/saves and 6 hp"; 10010gp

DL III Diminutive Deer Spawns x(129) x[6] x[[[[[3]]]]]

AC 181, HD 7, hp 120, #Att 1, TH ÷ AC/Save DC by 8, dmg 146

Str 31, Dex 21, Con 15, Int 24, Wis 28, Chr 30, 0.2kxp

Flanking, Flying, Protection from black borders, Renown 2

Mtg Spells:

[Mtg R Instant SL1] Crush: Destroy target noncreature artifact.

[Mtg W Instant SL5] Take Up Arms: Create three 1/1 white Warrior creature tokens.

[Mtg W Instant SL3] Battle Cry: Untap all white creatures you control. Whenever a creature blocks this turn, it gets +0/+1 until end of turn.

Dungeon100720 - Dungeon Level 3

Room # 10

Iquatana Bestiary - 5ft. long x 25ft. wide x 35ft. tall

staff, normal; fallen stones; whispering; bang, slam

Enter through a Mobile Door (door moves around in dungeon) on the east wall from a 25ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Zeulenroda the spellbinding Senorita -ette (Solar); Perimele the perverted Android Cavalier (Spear)

Built-to-Collapse Portcullis Trap; DL 3; Search DC 32 (30 Con damage, DC 31 Breath Weapon save for 1/3)

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

[x1] Psi 60 powers function at triple effect

4,675gp

the book of magic, 0gp

KIIS sticker, +2 AC, 150gp

Incense of Obsession, 5770gp

Garnet Cat: Free Wyrmslayer Kit: +4 TH and x+1 dmg

vs. Dragons and Dragon-kin, Free bonus Dragon Lore proficiency; 9570gp

DL III Fine Mummy Berserkers x(175) x[7]

AC 181, HD 3, hp 22, #Att 6, TH ÷ AC/Save DC by 8, dmg 146

Str 22, Dex 19, Con 20, Int 18, Wis 28, Chr 29, 0.2kxp

Frenzy 2, Afterlife 1, Double Strike

Mtg Spells:

[Mtg B,G Instant SL2] Assassin's Trophy: Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

[Mtg R Instant SL3] Demoralize: All creatures gain menace until end of turn. (They can't be blocked except by two or more creatures.)Threshold If seven or more cards are in your graveyard, creatures can't block this turn.

[Mtg W Sorcery SL4] Great Teacher's Decree: Creatures you control get +2/+1 until end of turn.Rebound (If you cast this spell from exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

Dungeon100720 - Dungeon Level 3

Room # 11

Nether Void Fountain/Pool Room - 10ft. long x 5ft. wide x 15ft. tall

vice; Caved-in/Collapsed Area; buzzing; metallic smell

Enter through a Concealed (Hidden) Door on the west wall from a 50ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Carrague the unlucky Samurai Lackey (Omni-); Nura the double-talking Ambush Empire (Tentacles)

Poisoned Caltrops Trap; DL 3; Search DC 31 (Attack +24 melee, 10d4 damage)

Monster 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)

[x1] Ability Checks cannot be made in the room except on a natural 20 (with no adjustments or die setting effects whatsoever).
1,976gp

a fan made of peacock feathers, +4 AC, 300gp

a heap of silver coins, 0gp

Boots of Dancing, 6630gp

Rian's Bronchi: +10 to Dex; 1P: Stops nonmagical ranged weapons or

Deals 20 points of fire damage (Reflex half).; CL 24; SL 3; 9460gp

DL III Tiny Wombat Soldiers x(100) x[10]

AC 184, HD 8, hp 240, #Att 1, TH ÷ AC/Save DC by 8, dmg 75

Str 30, Dex 19, Con 31, Int 31, Wis 14, Chr 22, 0.2kxp

Deathtouch, Menace, Last Strike

Mtg Spells:

[Mtg W Sorcery SL4] Rush of Battle: Creatures you control get +2/+1 until end of turn. Warrior creatures you control gain lifelink until end of turn. (Damage dealt by those Warriors also causes their controller to gain that much life.)

[Mtg R Instant SL3] Bombard: Bombard deals 4 damage to target creature.

[Mtg W Instant SL2] Adamant Will: Target creature gets +2/+2 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

Dungeon100720 - Dungeon Level 3

Room # 12

Lorwyn–Shadowmoor Solar - 45ft. long x 20ft. wide x 30ft. tall

ropes; rack; still; scratching/scrabbling

Enter through a Trapped Door, Out of Phase on the west wall from a 15ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Sassandra the caustic Grim Bullet (Orb); Tivona the wonderful Senora Twosome (Stationwagon)

Inhaled Abyssal Water Trap; DL 3; Search DC 32 (60 Con damage, no resistance)

Machine that (causes/has/or is) Asks

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

5,902gp

%d platinum coins, 0gp

a hole in the ground, 0gp

Flesh Necklace [AT+27] +2 AC/+6 Saves; 1M: Major: You are made of

energy; cannot use P actions; resist physical damage; CL 36; SL 3; 8155gp

Magenta Cup: +2 level(s) of exceptional Con; 9250gp

DL III Huge Zombie Soldiers x(122) x[7]

AC 183, HD 28, hp 1408, #Att 2, TH ÷ AC/Save DC by 8, dmg 109

Str 18, Dex 28, Con 30, Int 17, Wis 25, Chr 20, 0.2kxp

Super haste, Evolve

Mtg Spells:

[Mtg R Sorcery SL2] Dragon Fodder: Create two 1/1 red Goblin creature tokens.

[Mtg R Instant SL5] Sarkhan's Rage: Sarkhan's Rage deals 5 damage to any target. If you control no Dragons, Sarkhan's Rage deals 2 damage to you.

[Mtg G Instant SL2] Dissenter's Deliverance: Destroy target artifact.Cycling {G} {{G}, Discard this card: Draw a card.)

Dungeon100720 - Dungeon Level 4

Room # 1

Skalla Rogue's Chamber/Lab - 20ft. long x 50ft. wide x 35ft. tall

cloth (altar); Bridge, Chain; hooting; acrid smell

Enter through a Membrane Portal on the west wall from a 5ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Zimiar the idiotic Admiral -tech (Magnetic); Thangar the attractive Fire Guy (Spines)

Rolling Arrows Trap; DL 4; Search DC 43 (Attack +80 ranged, 20d2 Chr damage)

Arch that (causes/has/or is) Treasure hidden in secret compartment in container

[x1] Transmutation spells function at zero effect

12,079gp

a gold coin, 0gp

a gnarled spear, staff, 10d19 (100), 266gp

Obsidian Medallion [AT+16] +6 AC/+26 Saves; 1F: Pick LVL unusual materials to be immune to.; CL 22; SL 4; 8430gp

Slab Helm: Equip: Pay 2 Chr and "Equipped creature gets +3 to hit/dmg and +7 AC/saves and 72 hp and has Protection from snow and Triple Strike.; 16890gp

DL IV Large Specter Clerics x(207) x[6] x[[[3]]] x[[[[3]]]]

AC 322, HD 96, hp 1152, #Att 2, TH ÷ AC/Save DC by 10, dmg 258

Str 23, Dex 18, Con 27, Int 22, Wis 18, Chr 26, 0.5kxp

Exploit, Knightlifelink, Last Strike, Exalted, Haste

Mtg Spells:

[Mtg B Instant SL3] Mythos of Nethroi: Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.

[Mtg B Sorcery SL3] Unhinge: Target player discards a card. Draw a card.

[Mtg B Sorcery SL2] Marsh Casualties: Kicker {3} (You may pay an additional {3} as you cast this spell.) Creatures target player controls get -1/-1 until end of turn. If this spell was kicked, those creatures get -2/-2 until end of turn instead.

[Mtg U Instant SL2] Refocus: Untap target creature. Draw a card.

Dungeon100720 - Dungeon Level 4

Room # 2

Echoir Corridor - 45ft. long x 15ft. wide x 5ft. tall

cask; ladder; chlorine smell; updraft, slight

Enter through a Time Door (goes to another time) on the west wall from a 40ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Feilin the bothersome Flying Dwarf (Wings); Ghastkill the astonishing Earth Vulture (Barge)

Well-Camouflaged Blades Trap; DL 4; Search DC 43 (Attack +16 ranged, 30d6 Str damage)

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

[x1] Tempus Fugit (time within the room flows at 20x rate compared to outside the room)

14,219gp

a bread, 1gp

blood-filled boots, +4 AC, 1000gp

Vial of Bottle Green Discharge;; 1/2attack: Flipped Beam: Do this Status

Effect to one target (no save) ; CL 26; SL 4; 16820gp

Rian's Deltoid muscle: +15 to Int; 1Z: CLd10 electricity one group plus save or stunned.; CL 28; SL 4; 17040gp

DL IV Medium Sculpture Drones x(41) x[9]

AC 322, HD 10, hp 2304, MR 75% #Att 5, TH ÷ AC/Save DC by 40, dmg 257

Str 17, Dex 23, Con 35, Int 18, Wis 38, Chr 25, 0.5kxp

Deathtouch, Flanking

Mtg Spells:

[Mtg G Sorcery SL4] Vastwood Surge: Kicker {4} (You may pay an additional {4} as you cast this spell.)Search your library for up to land cards, put them onto the battlefield tapped, then shuffle your library. If this spell was kicked, put two +1/+1 counters on ea

[Mtg R Sorcery SL3] Goatnap: Gain control of target creature until end of turn. Untap that creature. It gains

haste until end of turn. If that creature is a Goat, it also gets +3/+0 until end of turn.

[Mtg B Instant SL2] Urborg Justice: Target opponent sacrifices a creature

for each creature put into your graveyard from the battlefield this turn.

[Mtg W Sorcery SL6] Kirtar's Wrath: Destroy all creatures. They can't be regenerated.Threshold If seven or more cards are in you graveyard, instead destroy all creatures, then create two 1/1 white Spirit creature tokens with flying. Creatures destroyed this w

Dungeon100720 - Dungeon Level 4

Room # 3

Diraden Fountain/Pool Room - 25ft. long x 50ft. wide x 10ft. tall

Walls of Webs; fallen stones; chiming; footsteps (side)

Enter through a Loop Door (goes to another timeline) on the east wall from a 10ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Krangath the sensational Patchwork Quartet (Motorcycle); Ferik the irritating All-Star Jet (Rollerblades)

Blackfire Trap; DL 4; Search DC 43 (Psionist CL 8, DC 41 Will save for 1/10)

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

[x1] Conjunction spells function at triple effect

12,468gp

a jester's cap, +2 AC, 5gp

a turnstile, 0gp

Headband of the Jotens, 15480gp

Bottle green Toilet: +11 Magic Item Slots; 16770gp

DL IV Medium Mole Nomads x(28) x[9]

AC 325, HD 12, hp 2432, PR 74% #Att 2, TH ÷ AC/Save DC by 40, dmg 68

Str 25, Dex 27, Con 24, Int 29, Wis 30, Chr 38, 0.5kxp

Rampage 4

Mtg Spells:

[Mtg R,U Instant SL5] Hypothesizzle: Draw two cards. Then you may discard a nonland card. When you do, Hypothesizzle deals 4 damage to target creature.

[Mtg U Instant SL1] Dream's Grip: Choose one - Tap target permanent.

- Untap target permanent. Entwine {1} (Choose both if you pay the entwine cost.)

[Mtg G Instant SL1] Turn to Dust: Destroy target Equipment. Add {G}.

[Mtg B Instant SL1] Tainted Strike: Target creature gets +1/+0 and gains infect until end of turn. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

Dungeon100720 - Dungeon Level 4

Room # 4

Kaladesh Solar - 30ft. long x 30ft. wide x 10ft. tall

steps; armchair; earthy smell; twanging

Enter through a Phase Door (phases in/out every so often) on the north wall from a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Jardena the mighty Suicide Turtle (Particle); Paien Silkthoughts the valiant Mega- Super-Heroe (Zamboni)

Whirling Pendulums Trap; DL 4; Search DC 43 (Attack +12 ranged, 40d4 damage)

Pedestal 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] Turning Undead is at -5 CL and -7 to the 1d20 turn roll (these are fixed amounts, rolled once)

2,071gp

a crystal ball, 5gp

a many bladed helmet, +3 AC, 10gp

Bag of Emerald Saliva; 1Z: Golden Shower PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 28; SL 4; 16530gp

Rian's Trachea: +3 to Dex; 1M: Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it. ; CL 29; SL 4; 16550gp

DL IV Fine Boar Shamans x(167) x[12]

AC 322, HD 12, hp 40, #Att 3, TH ÷ AC/Save DC by 10, dmg 258

Str 23, Dex 24, Con 20, Int 32, Wis 24, Chr 26, 0.5kxp

Infect, Flying

Mtg Spells:

[Mtg R Instant SL4] Inner Struggle: Target creature deals damage to itself equal to its power.

[Mtg G Instant SL2] Titanic Growth: Target creature gets +4/+4 until end of turn.

[Mtg B Sorcery SL3] Jovial Evil: Jovial Evil deals X damage to target opponent, where X is twice the number of white creatures that player controls.

[Mtg B Instant SL5] Consume the Meek: Destroy each creature with converted mana cost 3 or less. They can't be regenerated.

Dungeon100720 - Dungeon Level 4

Room # 5

Grixis Trophy Room - 40ft. long x 5ft. wide x 5ft. tall

cask; cresset (torch on a pole); still; gong

Enter through a Trapped Door, Magic/Psi on the west wall from a 15ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Arik the acerbic Ultra Clan (Llama); Dottir the heroic Cosmic Gal (Elephant)

Hail of Arrows Trap; DL 4; Search DC 41 (Attack +72 melee, 30d2 damage)

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

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

14,848gp

glitzy platform shoes, +3 AC, 600gp

the vibroblade, dagger, 12d24 (150), 1300gp

Obsidian Staff [2d6] +37 Th/+37 dmg 13+/x2; 1M: ½M, -9 current hp: Summon CL Horrors: AC 40,

hp 400, Att 4, TH+40, dmg 40; sac Horror: 4 dmg (no resist); CL 22; SL 4, 15590gp

Rian's Pituitary Gland: +4 to Wis; 1M: Your subordinates get +2 offensive DL on the top of each segment, and +2 defensive DL on the bottom of each segment. ; CL 32; SL 4; 16420gp

DL IV Tiny Octopus Mercenarys x(58) x[11]

AC 323, HD 24, hp 544, PR 82% #Att 5, TH ÷ AC/Save DC by 10, dmg 324

Str 27, Dex 36, Con 17, Int 22, Wis 22, Chr 33, 0.5kxp

Intimidate

Mtg Spells:

[Mtg G Sorcery SL5] Gale Force: Gale Force deals 5 damage to each creature with flying.

[Mtg U Instant SL2] Memory Lapse: Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

[Mtg U Instant SL2] Dispersal Shield: Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.

[Mtg G Instant SL2] Deep Wood: Cast this spell only during the declare attackers step and only if you've been attacked this step. Prevent all damage that would be dealt to you this turn by attacking creatures.

Dungeon100720 - Dungeon Level 4

Room # 6

Equilor Empty (completely clean) - 10ft. long x 30ft. wide x 35ft. tall

mirror; oven; grunting; updraft, strong

Enter through a Special Door on the north wall from a 40ft. long x 25ft. wide x 20ft. tall hallway.

Sample Names: Imizael the maleficent Duke Glory (Pig); Lucira the valiant Rainbow Punisher (Water)

Summon Monster IV Trap; DL 4; Search DC 44 (Wizard CL 8, DC 43 Spell save to negate)

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

[x1] DMZ (Dispel Magic Zone) - Magic effects get countered; existing magic effects have SL% of being dispelled/Round 10,115gp

Heidi's Phone Book, exotic, 7d16 (59), 75gp

a navigator's compass, 10gp

Scroll of Pro.Undead, 11370gp

Manriki- Armaments: Equip: Pay 2 Wis and "Equipped creature gets +6 to hit/dmg and +25 AC/saves and 90 hp and has Shadow and Skulk.; 16500gp

DL IV Small Master Warriors x(136) x[10]

AC 328, HD 10, hp 288, MR 103% #Att 6, TH ÷ AC/Save DC by 40, dmg 130

Str 34, Dex 16, Con 28, Int 37, Wis 33, Chr 15, 0.5kxp

Flanking, Exploit, Evolve, Frenzy 4

Mtg Spells:

[Mtg G Sorcery SL5] Animal Magnetism: Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card onto the battlefield and the rest into your graveyard.

[Mtg U Instant SL2] Rites of Refusal: Discard any number of cards. Counter target spell unless its controller pays {3} for each card discarded this way.

[Mtg B Sorcery SL4] Mind Warp: Look at target player's hand and choose X cards from it. That player discards those cards.

[Mtg G Instant SL1] Divergent Growth: Until end of turn, lands you control gain "{T}": Add one mana of any color."

Dungeon100720 - Dungeon Level 4

Room # 7

Dominaria Aviary - 40ft. long x 35ft. wide x 50ft. tall

shaft; Floors of Flesh; steamy; rustling

Enter through a Time Door (goes to another time) on the east wall from a 45ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Sebrilas the famous Delta Shrike (Musket); Zagya the devilish Giant Jet (Missiles)

Death's Door 4 Trap; DL 4; Search DC 41 (Wizard CL 8, no save)

Container (Barrel, Jar, Vase, etc.) that (causes/has/or is) Treasure in a secret room nearby

[x1] Roll 1d4+1 times on the x1 Special table; duplicated results are doubled/tripled/quadrupled/etc.

4,222gp

a helm of dragon kind, +2 AC, 410gp

a pool table, 10gp

Potion of Growth, 6640gp

Jousting of Dungeons & Dragons: Equip: Pay 5 Wis and "Equipped creature gets +41 to

hit/dmg and +31 AC/saves and 32 hp and has Protection from wordy and Denimwalk.; 16970gp

DL IV Small Azra Clerics x(41) x[10]

AC 326, HD 8, hp 272, #Att 6, TH ÷ AC/Save DC by 10, dmg 259

Str 33, Dex 31, Con 34, Int 30, Wis 27, Chr 33, 0.5kxp

Bushido 3, Deathtouch

Mtg Spells:

[Mtg R Instant SL3] Trumpet Blast: Attacking creatures get +2/+0 until end of turn.

[Mtg U Instant SL1] Thermal Flux: Choose one - Target nonsnow permanent becomes snow until end of turn.

- Target snow permanent isn't snow until end of turn. Draw a card at the beginning of the next turn's upkeep.

[Mtg B Sorcery SL3] Mind Rot: Target player discards two cards.

[Mtg B,G,R,U,W Sorcery SL5] Last Stand: Target opponent loses 2 life for each Swamp you control. Last Stand deals damage to a 1/1 green Saproling creature token for each Forest you control. You gain 2 life for each Plains you control. Draw a card for each

Dungeon100720 - Dungeon Level 4

Room # 8

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

chest of drawers; pillar; wind, strong, moaning; steamy

Enter through a Tricked Door on the west wall from a 20ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Celian the opportunistic Silver Commando (Shooter); Aesir the extraordinary Speed Four (Gadgets)

Contact Anti-Psionic Trap; DL 4; Search DC 43 (320 damage, no save)

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

[x1] DWZ (Dispel Weapon Zone) - Weapon effects get countered; existing weapon effects have SL% of being dispelled/Day
5,919gp

a chair with a padded cushion, 0gp

the Armour of Fire, +1 AC, 1gp

Phial of Yellow Mucus; 1V: Flipped Beam: Do this Status Effect to one target (no save) ; CL 26; SL 4; 16320gp

Rian's Eyes: +1 to Int; 1P: Target loses flying and takes
double normal falling damage (no save). ; CL 40; SL 4; 16350gp

DL IV Large Toad Monks x(72) x[8] x[[[[[3]]]]]

AC 322, HD 80, hp 1280, CR 107% #Att 2, TH ÷ AC/Save DC by 40, dmg 132

Str 31, Dex 33, Con 18, Int 36, Wis 29, Chr 38, 0.5kxp

Wither, Myriad, Rampage 1, Exploit

Mtg Spells:

[Mtg B Instant SL2] Scent of Nightshade: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.

[Mtg G,R Instant SL2] Colossal Might: Target creature gets +4/+2 and gains trample until end of turn.

[Mtg R,U Instant SL3] Cerebral Vortex: Target player draws two cards, then Cerebral Vortex deals damage to that player equal to the number of cards they've drawn this turn.

[Mtg G Sorcery SL4] Explosive Vegetation: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Dungeon100720 - Dungeon Level 4

Room # 9

Ir Audience - 50ft. long x 45ft. wide x 15ft. tall

table (large); winch and pulley; hooting; jingling

Enter through a Undead Door (has a trapped spirit/ghost) on the east wall from a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Anhaga Beechbranch the naughty Omega Droid (Shuttle); Thauglor the monstrous Ninja Bureau (Ring)

Spring transforms into Elemental Silverglade Trap; DL 4; Search DC 44 (80 Con damage/s, DC 43 PPD save to negate)

Furnishings that (causes/has/or is) Treasure hidden in secret compartment in container

[x1] Nothing in the room can be affected by Improved Invisibility, Dust of Disappearance, Invisibility

14,907gp

a Bottle of Wine, 6gp

a pool of water, 0gp

Off-white Sword, two-bladed [3d6] +25 Th/+25 dmg 15+/x2; 1M: Sleep (SL/2 saves); CL 18; SL 4, 10984gp

Iridescent Chapter book: Free Rapid Shot Feat: +1 #Att with a ranged weapon (max 2); 16500gp

DL IV Gargantuan Rhino Riggers x(63) x[7] x[[[[[3]]]]]]

AC 326, HD 280, hp 5120, CR 532% #Att 3, TH ÷ AC/Save DC by 40, dmg 65

Str 20, Dex 20, Con 30, Int 15, Wis 23, Chr 34, 0.5kxp

Protection from black borders, Poisonous 4

Mtg Spells:

[Mtg W Instant SL1] Emerge Unscathed: Target creature you control gains protection from the color of your choice until end of turn. from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its

[Mtg G Sorcery SL4] Hunt the Weak: Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)

[Mtg U Instant SL2] Flash: You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by up to {2}.

[Mtg B Sorcery SL1] Shamble Back: Exile target creature card from a graveyard. Create a 2/2 black Zombie creature token. You gain 2 life.

Dungeon100720 - Dungeon Level 4

Room # 10

Belenon Storage - 30ft. long x 45ft. wide x 35ft. tall

candelabrum; pillar; updraft, slight; putrid smell

Enter through a Intelligent Door, might have ego score on the west wall from a 35ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Hyria the quarrelsome He-- Elephant (Bullets); Pallonia the awesome Mutant Lady (Glue)

Wide-Mouth Wall Trap; DL 4; Search DC 42 (60 damage, no save), (multiple targets)

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

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

6,148gp

a brightly flaming stone, +1 AC, 144gp

a Shield of Souls, +4 AC, 1000gp

Opaque Shortbow [1d8] +65 Th/+35 dmg 18+/x5; 1M: Transform a larva into an imp or quasit; CL 20; SL 4, 19810gp

Rian's Patella bone: +6 to HD; 1/3P: Destroy or turn off one magic item for CL turns

(no save) (if turned off, you can drop the turned off effect). ; CL 28; SL 4; 16400gp

DL IV Large Giant Scions x(187) x[10]

AC 322, HD 24, hp 4608, #Att 2, TH ÷ AC/Save DC by 40, dmg 321

Str 38, Dex 18, Con 27, Int 19, Wis 20, Chr 33, 0.5kxp

Frenzy 3

Mtg Spells:

[Mtg R Sorcery SL1] Ground Rift: Target creature without flying can't block this turn.Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[Mtg U Instant SL3] Wizard's Retort: This spell costs {1}

less to cast if you control a Wizard.Counter target spell.

[Mtg W Instant SL1] Scout's Warning: The next creature card you play

this turn can be played as though it had flash.Draw a card.

[Mtg B Instant SL5] Unholy Hunger: Destroy target creature.Spell mastery If there are two or more instant and/or sorcery cards in your graveyard, you gain 2 life.

Dungeon100720 - Dungeon Level 4

Room # 11

Alkabah Hallway - 25ft. long x 50ft. wide x 40ft. tall

desk; waterclock; updraft, strong; whispering

Enter through a False Door on the north wall from a 35ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Adhemar the mighty Azure Apostle (Stilts); Bleis the contemptible Sky Scavenger (Nullifier)

Tripping Balls Trap; DL 4; Search DC 44 (Attack +68 melee, 10d4 damage)

Idol that (causes/has/or is) Appearing/Disappearing

[x1] Transmutation spells function at triple effect

2,434gp

a potion of cure critical wounds, 'cure critical' " " ", 39gp

a turkey leg, 0gp

Jug of Beige Sweat:: 1P: Cleveland Steamer PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 36; SL 4; 16300gp

Blinding Net: Equip: Pay 42 PSP(s) and "Equipped creature gets

+28 to hit/dmg and +31 AC/saves and 24 hp"; 16530gp

DL IV Tiny Night-Stalker Minions x(102) x[7] x[[[[[3]]]]]

AC 324, HD 4, hp 136, PR 400% #Att 5, TH ÷ AC/Save DC by 10, dmg 66

Str 17, Dex 28, Con 38, Int 27, Wis 32, Chr 18, 0.5kxp

Horsemanship, Skulk, Lifelink

Mtg Spells:

[Mtg U,W Instant SL6] Spoils of Adventure: This spell costs {1} less to cast for each creature in your party.

(Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)You gain 3 life and draw three cards.

[Mtg R Instant SL3] Soul's Fire: Target creature you control deals damage equal to its power to any target.

[Mtg B Sorcery SL2] Revive the Fallen: Return target creature card from a graveyard to its owner's hand. Clash with an opponent hand. (Each clashing player reveals the top card of their library, then puts that card on the top or bottom. A player wins if their c

[Mtg G,U Instant SL5] Mystic Genesis: Counter target spell. Create an X/X

green Ooze creature token, where X is that spell's converted mana cost.

Dungeon100720 - Dungeon Level 4

Room # 12

Metal Island Game Room - 45ft. long x 50ft. wide x 20ft. tall

Chute, Flesh (acid damage); lamp; whistling; thud

Enter through a Mobile Door (door moves around in dungeon) on the west wall from a 30ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Felegis the atrocious Colossal Brotherhood (Rod); Vence the uncanny Orange Eagle (Psycho-)

Injected Fog Trap; DL 4; Search DC 41 (90 Str damage, DC 44 PP save for 1/10)

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

[x1] Dimensional Mine Generator (one mine per year, hits a random player or monster, takes 1d20 dmg and is Slowed)
5,509gp

the Titanic Mask of Gemini, +1 AC, 360gp

a courtier's suit, +2 AC, 5gp

Off-white Medallion [AT+74] +5 AC/+65 Saves; 1Z: Immunity to magical/nonmagical disease; CL 23; SL 4; 20565gp

Brilliant Chair: +2 level(s) of exceptional Wis; 16410gp

DL IV Large Efrete Elders x(144) x[7] x[[[[[3]]]]]

AC 327, HD 24, hp 1216, #Att 1, TH ÷ AC/Save DC by 10, dmg 129

Str 26, Dex 38, Con 27, Int 25, Wis 30, Chr 38, 0.5kxp

Mentor

Mtg Spells:

[Mtg R Instant SL4] Solar Blast: Solar Blast deals 3 damage to any target. Cycling {1}{R}{R} ({1}{R}{R}), Discard this card: Draw a card.)When you cycle Solar Blast, you may have it deal 1 damage to any target.

[Mtg U Instant SL2] Jace's Defeat: Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

[Mtg U,W Instant SL4] Reviving Vapors: Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put all other cards revealed this way into your graveyard.

[Mtg W Instant SL1] Hail of Arrows: Hail of Arrows deals X

damage divided as you choose among any number of target attacking creatures.

Dungeon100720 - Dungeon Level 5

Room # 1

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

collapsed wall; cushion; scuttling; chanting

Enter through a Double Door on the west wall from a 40ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Palmys the lazy Robo- Sentinel (Scimitar); Saleas the \$6 million Cat -ion (Pogo Stick)

Pit transforms into Elemental Metallic Trap; DL 5; Search DC 55 (120 Chr damage/s, no resistance)

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

[x1] DWZ (Dispel Weapon Zone) - Weapon effects get countered; existing weapon effects have SL% of being dispelled/Year
11,085gp

Kira's Gavel, sword, 1d1 (1), 400gp

a golden visor, +5 AC, 300gp

Syringe of Shimmering Urine;; 1V: Reach Around Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 34; SL 5; 25400gp

Rian's Tongue: +3 to ML; 1/2M: Sacrifice a summon: Target is slain (PPD save) ; CL 35; SL 5; 25680gp

DL V Gargantuan Folk-of-An-Havva Artificers x(100) x[6] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 506, HD 450, hp 6912, #Att 3, TH ÷ AC/Save DC by 12, dmg 504

Str 45, Dex 40, Con 20, Int 20, Wis 26, Chr 45, 1.5kxp

Shadow, First Strike, Myriad

Mtg Spells:

[Mtg G Instant SL2] Might of the Nephilim: Target creature gets +2/+2 until end of turn for each of its colors.

[Mtg B Sorcery SL6] Stir the Sands: Create three 2/2 black Zombie creature tokens. Cycling {3}{B} ({3}{B}, Discard this card: Draw a card.) When you cycle Stir the Sands, create a 2/2 black Zombie creature token.

[Mtg U Instant SL2] Mage's Guile: Target creature gains shroud until end of turn. (It can't be the target of spells or abilities.) Cycling {U} ({U}, Discard this card: Draw a card.)

[Mtg R Sorcery SL3] Threaten: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It can attack and {T} this turn.)

[Mtg B Sorcery SL3] Shatter Assumptions: Choose one - Target opponent reveals their hand and discards all colorless nonland cards. - Target opponent reveals their hand and discards all multicolored cards.

Dungeon100720 - Dungeon Level 5

Room # 2

Kyneth Wizard's Chamber/Lab - 10ft. long x 20ft. wide x 5ft. tall

bell(s); collapsed wall; chirping; rattling

Enter through a Dimension Door (as the spell) on the east wall from a 30ft. long x 15ft. wide x 20ft. tall hallway.

Sample Names: Tordan the psychotic Brunette Gods (ATV); Nchaser the \$6 million Karate Inferno (Mathematics)

Tripping Balls Trap; DL 5; Search DC 53 (Attack +45 ranged, 10d6 Str damage)

Furnishings that (causes/has/or is) Treasure hidden by Invisibility

[x1] Gravity high 2 G's (-4 Str, /move rate by 3, falling dmg x3, Z actions reduced by 2/s)

15,371gp

madboy's sword, sword, 1d12 (6), 50gp

treasure map to essence, 2350gp

Jug of Opaque Tears;; 1M: Capital S Skinned Shield: Whenever someone hits you with a melee

attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 28; SL 5; 25770gp

Rian's Spleen: +2 to LVL; 1V: Mouth's P: All targets in a group are paralyzed (no save) ; CL 42; SL 5; 25240gp

DL V Fine Kor Monks x(188) x[10] x[[[[[4]]]]]

AC 507, HD 9, hp 58, #Att 1, TH ÷ AC/Save DC by 60, dmg 303

Str 33, Dex 22, Con 40, Int 39, Wis 37, Chr 21, 1.5kxp

Mentor, Nonbasic landwalk, Last Strike, Annihilator 1, Protection from black borders

Mtg Spells:

[Mtg U Instant SL3] Tidal Wave: Create a 5/5 blue Wall creature

token with defender. Sacrifice it at the beginning of the next end step.

[Mtg G Instant SL3] Serpent's Gift: Target creature gains deathtouch until end of turn.

(Any amount of damage it deals to a creature is enough to destroy it.)

[Mtg B Instant SL1] Touch of Moonglove: Target creature you control gets +1/+0 and gains deathtouch until end of turn. Whenever that creature dies this turn, its controller loses 2 life. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

[Mtg W Instant SL1] Remove Enchantments: Return to your hand all enchantments you both own and control, all Auras you own to attacking creatures your opponents control. Then destroy all other enchantments you control, all other Auras attached to per

[Mtg R Instant SL2] Reverberate: Copy target instant or sorcery spell. You may choose new targets for the copy.

Dungeon100720 - Dungeon Level 5

Room # 3

Wildfire Harem/Seraglio - 50ft. long x 40ft. wide x 45ft. tall

curtain/tapestry; closet (wardrobe); knocking; roar(ing)

Enter through a Membrane Portal on the south wall from a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Thjodolf the Axe the nefarious Techni- Crusader (Doohickey); Gerberga the bewildering B'Wana Witch (Inertron)

Deeper Door Trap; DL 5; Search DC 55 (20 Wis damage, DC 51 RSW save for 1/10)

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

[x1] Radiation (Psi9) of RS=29 (doesn't fluctuate)

2,596gp

a leather belt, +1 AC, 14gp

a dark red hooded cloak, +4 AC, 1324gp

Mauve Armor, Heavy [AT+75] +99 AC/+5 Saves; 1M: SL/2 instances of Resist Fire; CL 60; SL 5; 29545gp

Mortar Blade: Equip: Pay 147 Skill Point(s) and "Equipped creature gets +21 to hit/dmg and +16 AC/saves and 63 hp".; 25420gp

DL V Small Jackal Clerics x(183) x[11]

AC 502, HD 7, hp 2400, #Att 4, TH ÷ AC/Save DC by 60, dmg 302

Str 37, Dex 43, Con 44, Int 24, Wis 18, Chr 35, 1.5kxp

Triple Strike, Protection from wordy

Mtg Spells:

[Mtg B Sorcery SL4] Forbidden Ritual: Sacrifice a nontoken permanent. If you do, target opponent loses 2 life unless that player sacrifices a permanent or discards a card. You may repeat this process any number of times.

[Mtg U Instant SL2] Saji's Torrent: Tap X creatures, where X is a number from 0 to 5 chosen at random.

[Mtg U Sorcery SL5] Acquire: Search target opponent's library for an artifact card and put that card onto the battlefield under your control. Then that player shuffles their library.

[Mtg W Sorcery SL4] Day of Judgment: Destroy all creatures.

[Mtg U Sorcery SL1] Minds Aglow: Join forces Starting with you, each player may pay any amount of mana. Each player draws X cards, where X is the total amount of mana paid this way.

Dungeon100720 - Dungeon Level 5

Room # 4

Rabiah Office - 30ft. long x 30ft. wide x 40ft. tall

well; shaft; cold current; manure smell

Enter through a Loop Door (goes to another timeline) on the east wall from a 50ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Sumyr the marvelous Miracle Tyrant (Rattan Cane); Zaphresz the obscene Vibro Scarab (Chariot)

Chute transforms into Elemental Force Trap; DL 5; Search DC 52 (250 Con damage/s, DC 52 Will save to negate)

Room (Floor) that (causes/has/or is) Releases - Magic Item

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

15,320gp

a shimmering reservations book, mace, 10d8 (45), 2gp

mush, 2gp

Thimble of Tan Blood Serum.; 1P: Fisted Balls: Do this Status

Effect to one group (Spell save: 0) ; CL 50; SL 5; 25860gp

Claret Teddy bear: +1 Level(s) in a Rogue Group Class; 25570gp

DL V Diminutive Zubera Druids x(245) x[11]

AC 503, HD 12, hp 120, #Att 6, TH ÷ AC/Save DC by 60, dmg 402

Str 20, Dex 18, Con 21, Int 36, Wis 35, Chr 23, 1.5kxp

Melee 4, Infect, Super haste, Ingest, Triple Strike

Mtg Spells:

[Mtg R Sorcery SL2] Nightbird's Clutches: Up to two target creatures can't block this turn.Flashback

{3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg B Sorcery SL4] Flesh Allergy: As an additional cost to cast this spell, sacrifice a

creature.Destroy target creature. Its controller loses life equal to the number of creatures that died this turn.

[Mtg B,W Sorcery SL7] Primevals' Glorious Rebirth: (You may cast a legendary sorcery only if you

control a legendary creature or planeswalker.)Return all legendary permanent cards from your graveyard to the battlefield.

[Mtg R Instant SL2] Aleatory: Cast this spell only during combat after blockers are declared.Flip a coin. If you win

the flip, target creature gets +1/+1 until end of turn.Draw a card at the beginning of the next turn's upkeep.

[Mtg W Instant SL3] Sacrifice Play: A person outside the game chooses

an attacking or blocking creature target opponent controls. That player sacrifices that creature.

Dungeon100720 - Dungeon Level 5

Room # 5

Theros Class - 25ft. long x 40ft. wide x 25ft. tall

chest of drawers; fireplace & wood; misted; clear

Enter through a Flesh Door on the north wall from a 35ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Runolf the Club the poisonous Alpha Wombat (Mace); Krelios the frigid Snow Five (Spoon)

Air in room transforms into Elemental Forbiddance Trap; DL 5; Search DC 51 (20 Int damage/s, no resistance)(multiple targets)

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

[x1] Dimensional Mine Generator (one mine per week, hits a random player or monster, takes 1d6 dmg and is Feebleminded)
19,730gp

a blank map, 10gp

a beltpouch, 5gp

Thimble of White Cerebrospinal Fluid; 1Z: Tapped Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 34; SL 5; 25200gp

Leaden Blouse: Free Undead Master Kit: Can Command

Undead with CL=LVL-2, Free bonus Undead Lore proficiency; 25550gp

DL V Small Head Riggers x(134) x[8] x[[[4]]] x[[[[3]]]]

AC 510, HD 55, hp 480, CR 385% #Att 10, TH ÷ AC/Save DC by 12, dmg 301

Str 29, Dex 26, Con 19, Int 16, Wis 41, Chr 33, 1.5kxp

Defender, Protection from two-word names

Mtg Spells:

[Mtg G Sorcery SL1] Hunt Down: Target creature blocks target creature this turn if able.

[Mtg R,W Instant SL2] Deflecting Palm: The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

[Mtg R Sorcery SL2] Hurly-Burly: Choose one - Hurly-Burly deals 1 damage to each creature without flying. - Hurly-Burly deals 1 damage to each creature with flying.

[Mtg B Sorcery SL3] Resounding Scream: Target player discards a card at random. Cycling {5}{U}{B}{R} ({5}{U}{B}{R}, Discard this card: Draw a card.)When you cycle Resounding Scream, target player discards two cards at random.

[Mtg B Instant SL1] Soulshriek: Target creature you control gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard. Sacrifice that creature at the beginning of the next end step.

Dungeon100720 - Dungeon Level 5

Room # 6

Kephalai Gallery - 50ft. long x 30ft. wide x 15ft. tall

lamp(s); butt (large barrel); steamy; downdraft, slight

Enter through a Trapped Door, Mechanical on the north wall from a 50ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Halris the rabid Moon Samurai (Pencil); Emil Yellowbird the athletic Insect Patrol (Gadgets)

Crushing Floor Trap; DL 5; Search DC 52 (20 Int damage, DC 51 Spell save for 1/3), (multiple targets)

Monster that (causes/has/or is) Teleports

[x1] Radiation (Psi9) of RS=2 (doesn't fluctuate)

7,299gp

A seemingly worthless scrap of paper, 0gp

embroidered ivory scrap of fabric, +5 AC, 2000gp

Orange Dagger, punching [3d6] +7 Th/+82 dmg 16+/x3; 1M: Target loses next action (save); CL 40; SL 5, 21140gp

Rian's Occipital bone: +2 to HD; 1M: Consume Xgp: Heal X^2hp and don't have to eat today. ; CL 34; SL 5; 26070gp

DL V Medium Entity Pirates x(212) x[11]

AC 508, HD 12, hp 864, MR 74% #Att 2, TH ÷ AC/Save DC by 12, dmg 601

Str 40, Dex 44, Con 41, Int 40, Wis 32, Chr 24, 1.5kxp

Flying, Mentor, Vigilance, Battle Cry

Mtg Spells:

[Mtg B Sorcery SL5] Tempt with Immortality: Tempting offer Return a creature card from your graveyard to the battlefield. Each a creature card from their graveyard to the battlefield. For each opponent who does, return a creature card from your graveyard

[Mtg B Sorcery SL4] Endemic Plague: As an additional cost to cast this spell, sacrifice a creature. Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.

[Mtg B,R Sorcery SL4] Slaughter Games: This spell can't be countered. Choose a nonland card name. Search target opponent's gra hand, and library for any number of cards with that name and exile them. Then that player shuffles their library.

[Mtg G Instant SL3] Luminescent Rain: Choose a creature type. You gain 2 life for each permanent you control of that type.

[Mtg W Instant SL2] Sacred Boon: Prevent the next 3 damage that would be dealt to target creature this turn. At the beginning of the next end step, put a +0/+1 counter on that creature for each 1 damage prevented this way.

Dungeon100720 - Dungeon Level 5

Room # 7

Lorwyn–Shadowmoor Storage - 30ft. long x 30ft. wide x 50ft. tall

scroll tube; whistle; still; earthy smell

Enter through a Mobile Door (door moves around in dungeon) on the east wall from a 5ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Aleana the extraordinary Silver Death (Grappling Hook); Ashralaam the ugly Time Mariner (Boomerang)

Secret Vent Trap; DL 5; Search DC 54 (80 damage, no save)

Well 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)

[x1] Gas in room: Dex (all in room get -2 to that stat while in room)

7,973gp

a flavorstem sandwich, 7gp

an amethyst crown, +1 AC, 10gp

Indigo Shuriken (5) [5d8] +25 Th/+5 dmg 13+/x4; 1M: Do SL instances of another Psi45 power

you know; you are Spent and Harmed at the end of effect; CL 31; SL 5, 9947gp

Emerald Shoe lace: Free Armor Proficiency (double) Feat: Can

wear two suits of armor (one must be non-bulky); 25140gp

DL V Fine Autobot Mercenarys x(163) x[6] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 502, HD 3, hp 54, #Att 5, TH ÷ AC/Save DC by 12, dmg 404

Str 21, Dex 26, Con 28, Int 21, Wis 45, Chr 22, 1.5kxp

Deathtouch, Protection from watermarks, Horsemanship

Mtg Spells:

[Mtg W Instant SL3] Dragon's Presence: Dragon's Presence deals 5 damage to target attacking or blocking creature.

[Mtg G Sorcery SL2] Nylea's Intervention: Choose one - Search your library for up to X land cards, reveal them, put them into your hand, then shuffle your library. - Nylea's Intervention deals twice X damage to each creature with flying.

[Mtg B Sorcery SL5] Corpsehatch: Destroy target nonblack creature. Create two 0/1 colorless Eldrazi Spawn creature tokens. They have "Sacrifice this creature: Add {C}."

[Mtg G,U,W Sorcery SL3] Wargate: Search your library for a permanent card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.

[Mtg G Instant SL1] Withstand Death: Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)

Dungeon100720 - Dungeon Level 5

Room # 8

Ir Privy/Secret - 50ft. long x 15ft. wide x 35ft. tall

candelabrum; pipes (musical); cold current; updraft, slight

Enter through a Brass Door, Normal on the east wall from a 35ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Zakhara the bewildering Squirrel Lightning (Foam); Theod the gallant Cobalt Vampire (ATV)

Basic Balls Trap; DL 5; Search DC 52 (Attack +45 ranged, 30d10 Wis damage)

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

[x1] Charm spells function at triple effect

21,894gp

a bucket of ice on a black wrought iron, 0gp

a marble chop, 20gp

Iridescent Armor, Light [AT++4] +65 AC/+10 Saves; 1V: Polymorph Self (as spell); CL 45; SL 5; 16560gp

Helm Hook: Equip: Pay 3 Str and "Equipped creature gets +10 to hit/dmg and +2 AC/saves and 5 hp"; 25270gp

DL V Large Shapeshifter Samurais x(64) x[6] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 506, HD 30, hp 1664, #Att 4, TH ÷ AC/Save DC by 12, dmg 404

Str 29, Dex 37, Con 45, Int 32, Wis 25, Chr 18, 1.5kxp

Ingest, Infect

Mtg Spells:

[Mtg B Instant SL3] Carrion: As an additional cost to cast this spell, sacrifice

a creature. Create X 0/1 black Insect creature tokens, where X is the sacrificed creature's power.

[Mtg B Sorcery SL4] Zombify: Return target creature card from your graveyard to the battlefield.

[Mtg U Sorcery SL3] Ghastly Discovery: Draw two cards, then discard a card. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it.)

[Mtg R Sorcery SL1] Spark of Creativity: Choose target creature. Exile the top card of your library. You may have Spark of Creativity damage to that creature equal to the exiled card's converted mana cost. If you don't, you may play that card until end of turn.

[Mtg G Instant SL3] Appetite for the Unnatural: Destroy target artifact or enchantment. You gain 2 life.

Dungeon100720 - Dungeon Level 5

Room # 9

Esper Class - 10ft. long x 40ft. wide x 25ft. tall

robes; mattress; murmuring; footsteps (ahead)

Enter through a Glass Door (transparent) (shatters if opened) on the south wall from a 30ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Shaumak the daring Onyx Singer (Chair); Fanette the invincible Mammoth Crystal (Cow)

Scything Jaws Trap; DL 5; Search DC 53 (Attack +60 ranged, 20d8 damage)

Door, Secret that (causes/has/or is) Magical Pool/Throne: Teleports (roll 1d4): (1) Back to surface,

(2) Elsewhere on this DL, (3) 1 DL down, (4) 100 miles away outside

[x1] Transmutation spells function at triple effect

9,715gp

a T'cchallan Spear, exotic, 1d3 (2), 19gp

a golden helm, +5 AC, 300gp

Jug of Spruce Blood Serum; 1Z: Jonah and the Whale Beam: Do

this Status Effect to one target (no save) ; CL 28; SL 5; 25220gp

Trailblazer's of Thune: Equip: Pay 3 SL(s) and "Equipped creature

gets +13 to hit/dmg and +51 AC/saves and 90 hp".; 25930gp

DL V Medium Dead Artificers x(285) x[11]

AC 505, HD 60, hullp 896, #Att 6, TH ÷ AC/Save DC by 12, dmg 504

Str 20, Dex 34, Con 29, Int 17, Wis 44, Chr 16, 1.5kxp

Protection from two-word names

Mtg Spells:

[Mtg R Sorcery SL4] Avalanche: Destroy X target snow lands.

[Mtg R Sorcery SL1] Chain Lightning: Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

[Mtg G Sorcery SL4] Saproling Symbiosis: You may cast Saproling Symbiosis as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) Create a 1/1 green Saproling creature token for each creature you control.

[Mtg B Sorcery SL2] Sickening Dreams: As an additional cost to cast this spell, discard X cards. Sickening Dreams deals X damage to each creature and each player.

[Mtg U Instant SL1] Clairvoyance: Look at target player's hand. Draw a card at the beginning of the next turn's upkeep.

Dungeon100720 - Dungeon Level 5

Room # 10

Alara Wardrobe - 25ft. long x 15ft. wide x 10ft. tall

statue (toppled); columns/pillars; smoky; whining

Enter through a Membrane Portal on the west wall from a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Valachan the discourteous Alien Bug (Spiritual); Rauvin the fearless Whirl Wave (Machine Gun)

Inhaled Radiance Trap; DL 5; Search DC 54 (200 Int damage, no save)

Illusion that (causes/has/or is) Releases - Gem/Jewelry

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

11,691gp

a T'cchallan Whip, whip, 1d2 (1), 14gp

a silver pendant, +1 AC, 80gp

Somniomantic Eyeshades (Psi10 item; Regain hp/PSPs/spells at x1.5 rate while sleeping/resting), 20890gp

Rian's Extensor digitorum longus muscle: +1 to Str; 1/2M: Target loses sense of taste, takes CL^2 brown jelly dmg, and can't use mouth's P actions.; CL 40; SL 5; 25650gp

DL V Medium Spike Berserkers x(127) x[10] x[[[[[4]]]]]

AC 507, HD 60, hullp 4800, #Att 9, TH ÷ AC/Save DC by 12, dmg 204

Str 42, Dex 42, Con 41, Int 22, Wis 27, Chr 23, 1.5kxp

Trample, Lifelink

Mtg Spells:

[Mtg B Sorcery SL3] Mind Drain: Target opponent discards two cards, mills a card, and loses 1 life. You gain 1 life. (To a mill a card, a player puts the top card of their library into their graveyard.)

[Mtg W Instant SL4] Resounding Silence: Exile target attacking creature. Cycling {5}{G}{W}{U} ({5}{G}{W}{U}), Discard this card: Draw a card.) When you cycle Resounding Silence, exile up to two target attacking creatures.

[Mtg G Instant SL2] Howling Gale: Howling Gale deals 1 damage to each creature with flying and each player. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg B Sorcery SL5] Extortion: Look at target player's hand and choose up to two cards from it. That player discards those cards.

[Mtg G Instant SL5] Return of the Wildspeaker: Choose one - Draw cards equal to the greatest power among non-Human creatures you control. - Non-Human creatures you control get +3/+3 until end of turn.

Dungeon100720 - Dungeon Level 5

Room # 11

Kaladesh Bedroom/Boudior - 25ft. long x 35ft. wide x 35ft. tall

brazier(s); quilt; snapping; wind, strong, moaning

Enter through a Mimic (the monster) on the east wall from a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Aesir the intangible Dream Pharaoh (Car); Besyran the terrible Atomic Two (Nag)

Fusillade of Arrows Trap; DL 5; Search DC 55 (Attack +10 ranged, 30d2 damage)

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

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

4,107gp

a white ((-*-)) visor, +4 AC, 900gp

some orangish herbs, " " 'cure light' ", 15gp

Bottle green Eyes [3d20] +7 Th/+65 dmg 14+/x8; 1V: Your summoned creatures are

dispelled; gain their combined hp (can go above max); CL 28; SL 5, 16317gp

Rian's Ulna bone: +5 to HNCL; 1P: Deal 10*(N-4) dmg to a group, you cure

the total damage done (to all creatures) to one target. ; CL 40; SL 5; 25550gp

DL V Huge Fox Monks x(295) x[11]

AC 509, HD 44, hp 3456, RR 73% #Att 3, TH ÷ AC/Save DC by 60, dmg 302

Str 45, Dex 38, Con 30, Int 21, Wis 38, Chr 36, 1.5kxp

Rampage 5, Exploit, Defender

Mtg Spells:

[Mtg U Instant SL3] Oona's Grace: Target player draws a card. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

[Mtg U Instant SL3] Runeboggle: Counter target spell unless its controller pays {1}. Draw a card.

[Mtg R Instant SL2] Lightning Dart: Lightning Dart deals 1 damage to target creature.

If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

[Mtg W Instant SL3] Dispense Justice: Target player sacrifices an attacking creature. Metalcraft

That player sacrifices two attacking creatures instead if you control three or more artifacts.

[Mtg R Instant SL3] Carbonize: Carbonize deals 3 damage to any target. If it's a creature, it can't be regenerated this turn, and if it would die this turn, exile it instead.

Dungeon100720 - Dungeon Level 5

Room # 12

Karsus Harem/Seraglio - 25ft. long x 40ft. wide x 50ft. tall

fallen stones; stuffed beast; ozone smell; breeze, slight, damp

Enter through a Iron Door, Normal on the south wall from a 5ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Aseir the antagonistic War Gang (Grappling Hook); Ethennian the ignorant Mind Thief (Prototype)

Box transforms into Elemental Force Trap; DL 5; Search DC 55 (40 Int damage/s, DC 53 Reflex save for 1/10)

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

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

20,571gp

boots of broken glass, +2 AC, 10gp

a bushy tail, flail, 10d18 (95), 1gp

Syringe of Beige Discharge:: 1attack: Embalmed Beam: Do this Status

Effect to one target (no save) ; CL 50; SL 5; 25950gp

Opaline of Kaldra: Equip: Pay 6 Int and "Equipped creature

gets +3 to hit/dmg and +11 AC/saves and 150 hp".; 25340gp

DL V Huge Wombat Advisors x(201) x[10] x[[[[[4]]]]]

AC 504, HD 50, hp 18560, #Att 2, TH ÷ AC/Save DC by 60, dmg 601

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

Fear, Protection from two-word names, Afterlife 2

Mtg Spells:

[Mtg B Sorcery SL4] Persecute: Choose a color. Target player

reveals their hand and discards all cards of that color.

[Mtg G Sorcery SL6] Doubling Chant: For each creature you control, you may search your library for a

creature card with the same name as that creature. Put those cards onto the battlefield, then shuffle your library.

[Mtg B Sorcery SL3] Entreat the Dead: Return X target creature cards from your graveyard to the battlefield. Miracle {X}{B}{B} (You

may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

[Mtg U Instant SL4] Ensnare: You may return two Islands you control

to their owner's hand rather than pay this spell's mana cost. Tap all creatures.

[Mtg U Instant SL2] Glint: Target creature you control gets +0/+3 and gains hexproof until

end of turn. (It can't be the target of spells or abilities your opponents control.)

Dungeon100720 - Dungeon Level 6

Room # 1

Gobakhan Robing Room - 35ft. long x 45ft. wide x 30ft. tall

iron bars; chest, large; still, warm (or hot); ringing

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

Sample Names: Nenad the super-intelligent Hour Valkyrie (Kayak); Saida the sophisticated Slug Tiger (Pony)

Well-Camouflaged Caltrops Trap; DL 6; Search DC 62 (Attack +78 ranged, 30d4 damage)

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

[x2] Gods cannot hear, feel, or sense into this room unless they are actually there; Divine Intervention fails
12,697gp

bouquet of dead flowers with bloody ta, 0gp

a garden hoe, polearm, 12d48 (294), 1100gp

Staff of Mordenkainen's Disjunction, 31470gp

Runed the Dragon's Fang: Equip: Pay 6 SL(s) and "Equipped creature gets +55 to
hit/dmg and +8 AC/saves and 96 hp and has Intimidate and Annihilator 2.; 36280gp

DL VI Titanic Treefolk Berserkers x(156) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 728, HD 392, hp 251904, MR 62% #Att 1, TH ÷ AC/Save DC by 84, random stat dmg 435

Str 40, Dex 32, Con 50, Int 42, Wis 23, Chr 30, 3kxp

Dethrone, Afterlife 2

Mtg Spells:

[Mtg R Instant SL3] Burn Bright: Creatures you control get +2/+0 until end of turn.

[Mtg R Instant SL2] Burning Oil: Burning Oil deals 3 damage to target attacking or blocking
creature. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg W Sorcery SL7] Hour of Reckoning: Convoke (Your creatures can help cast this spell. Each creature you
tap while casting this spell pays for {1} or one mana of that creature's color.) Destroy all nontoken creatures.

[Mtg R Sorcery SL3] Fiery Gambit: Flip a coin until you lose a flip or choose to stop flipping. If you lose a flip, Fiery Gambit has no
Gambit deals 3 damage to target creature. If you win two or more flips, Fiery Gambit deals 6 damage to each opponent. If you w

[Mtg U Instant SL1] Leap: Target creature gains flying until end of turn. Draw a card.

[Mtg R Instant SL3] Risk Factor: Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw tl
cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this

Dungeon100720 - Dungeon Level 6

Room # 2

Gobakhan Pantry - 35ft. long x 45ft. wide x 25ft. tall

prism; table (large); salty, wet smell; breeze, gusting

Enter through a Trapped Door, Mechanical on the west wall from a 20ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Verdant the rancorous Animal Goliath (Cart); Nicaea the aggressive Sovereign Bulk (Flight Ring)

Box transforms into Elemental Vibranium Trap; DL 6; Search DC 64 (150 Dex damage/s, no resistance)

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

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

16,993gp

highland sword, sword, 8d12 (52), 1000gp

a steam iron, 300gp

Iron-grey Staff [6d20] +145 Th/++10 dmg 13+/x5; 1P: Immobile wall that blocks

missile and melee weapons; must spend 1V to pass; CL 72; SL 6, 52597gp

Rian's Abdominal external oblique muscle: +15 to Str; 1Z: Summons a random Deep DL monster that only acts as a DL IV. You have a DL summon slot in addition to your normal summon slot. You are allowed to have 2 Deep DLs (one in each slot). ; CL 27; SL 6; 36'

DL VI Tiny Robber Samurais x(180) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 731, HD 42, |hp| 1920, MR 149% #Att 10, TH ÷ AC/Save DC by 14, dmg 292

Str 17, Dex 39, Con 32, Int 30, Wis 46, Chr 37, 3kxp

Triple Strike, Fear, Lifelink, Fear

Mtg Spells:

[Mtg R Sorcery SL4] Roar of the Crowd: Choose a creature type. Roar of the Crowd deals damage to any target equal to the number of permanents you control of the chosen type.

[Mtg U Instant SL1] Whispers of the Muse: Buyback {5} (You may pay an additional {5} as you cast this spell. If you do, put this card into your hand as it resolves.) Draw a card.

[Mtg B Instant SL1] Duh: Destroy target creature with reminder text. (Reminder text is any italicized text in parentheses that explains rules you already know.)

[Mtg U Instant SL3] Spell Snip: Counter target spell unless its controller pays {1}. Cycling {2} {{2}, Discard this card: Draw a card.)

[Mtg G Sorcery SL3] Lead the Stampede: Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

[Mtg R Sorcery SL5] Fissure Vent: Choose one or both - Destroy target artifact. - Destroy target nonbasic land.

Dungeon100720 - Dungeon Level 6

Room # 3

Fabacin Bath / Bathing Room - 50ft. long x 35ft. wide x 45ft. tall

mortar & pestle; chime(s); hooting; giggling (faint)

Enter through a Ice Door (transparent) on the west wall from a 50ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Alethra the super-intelligent October Crusader (Laser); Bellinus the discourteous Aqua- Horror (Rainbow)

Box transforms into Elemental Loop / Looporal Trap; DL 6; Search DC 63 (100 Cml damage/s, no save)

Arch 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/Turn
23,964gp

a map of the third level of Moria, 20gp

a crested shield, +1 AC, 390gp

Blackened Scarab [AT+74] +7 AC/+7 Saves; 1M: Immune to SL 2-4 (all types), Resist SL 1 & 3 (all types); CL 57; SL 6; 17655gp

Beige Tooth picks: Free Hovercraft Full of Eels Familiar; 36720gp

DL VI Fine Asp Tentacles x(190) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 725, HD 9, hp 74, MR 89% #Att 2, TH ÷ AC/Save DC by 84, dmg 581

Str 49, Dex 52, Con 52, Int 51, Wis 43, Chr 31, 3kxp

Battle Cry, Menace

Mtg Spells:

[Mtg U Instant SL2] Rites of Refusal: Discard any number of cards. Counter target spell unless its controller pays {3} for each card discarded this way.

[Mtg B Sorcery SL2] Do or Die: Separate all creatures target player controls into two piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated.

[Mtg W Instant SL3] Eightfold Maze: Cast this spell only during the declare attackers step and only if you've been attacked this step. Destroy target attacking creature.

[Mtg G Sorcery SL7] Wave of Vitriol: Each player sacrifices all artifacts, enchantments, and nonbasic lands they control. For each may search their library for a basic land card and put it onto the battlefield tapped. Then each player who searched their library

[Mtg B Sorcery SL3] Soul Salvage: Return up to two target creature cards from your graveyard to your hand.

[Mtg B Sorcery SL4] Eradicate: Exile target nonblack creature. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and exile them. Then that player shuffles their library.

Dungeon100720 - Dungeon Level 6

Room # 4

Ir Pool - 35ft. long x 20ft. wide x 50ft. tall

funnel; sconce; knocking; twanging

Enter through a Trapped Door, Out of Phase on the south wall from a 35ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Bardol of the Shadow Castle the brave Global Bat (Staff); Krosset the valiant Dark Infantry (Armor)

Doorknob transforms into Elemental Darkness, Light Trap; DL 6; Search DC 64 (100 Int damage/s, no resistance)

Fire that (causes/has/or is) Asks

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

32,923gp

white boots, +1 AC, 51gp

a heavy iron key, 0gp

Purplish Talisman [AT+18] +11 AC/+13 Saves; 1M: Deva can use other object as body; CL 62; SL 6; 12710gp

Infiltration Husk: Equip: Pay 7 Dex and "Equipped creature gets

+16 to hit/dmg and +4 AC/saves and 10 hp"; 36670gp

DL VI Huge Rat Pilots x(194) x[11] x[[[[[5]]]]]

AC 729, HD 60, hullp 29952, WR 87% #Att 9, TH ÷ AC/Save DC by 84, random stat dmg 148

Str 26, Dex 29, Con 47, Int 36, Wis 27, Chr 17, 3kxp

Ingest, Battle Cry, Protection from even collector numbers, Provoke

Mtg Spells:

[Mtg R Sorcery SL4] Mark for Death: Target creature an opponent controls blocks this turn if able. Untap that creature. Other creatures that player controls can't block this turn.

[Mtg G,R Sorcery SL5] Escape to the Wilds: Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn. You may play an additional land this turn.

[Mtg R Instant SL1] Lightning Bolt: Lightning Bolt deals 3 damage to any target.

[Mtg G,R Sorcery SL6] Sangrite Surge: Target creature gets +3/+3 and gains double strike until end of turn.

[Mtg R Instant SL1] Wild Slash: Ferocious If you control a creature with power

4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

[Mtg U Instant SL2] Perilous Voyage: Return target nonland permanent you don't control to its owner's hand. If its converted mana cost was 2 or less, scry 2.

Dungeon100720 - Dungeon Level 6

Room # 5

Mercadia Conjuring - 20ft. long x 35ft. wide x 35ft. tall

trash (pile); trash (pile); acrid smell; murmuring

Enter through a Trapped Door, Mechanical on the west wall from a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Taran the super-intelligent Rat Zombie (Bombs); Norzalhk the spectacular Quin- Hornet (Orb)

Camouflaged Spears Trap; DL 6; Search DC 61 (Attack +54 ranged, 20d6 Con damage)

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

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

35,323gp

wendy's sword, sword, 5d20 (52), 80gp

(no short description), 0gp

Green Staff [6d4] +144 Th/+9 dmg 19+/x8; 1P: Get control of all actions; CL 33; SL 6, 31090gp

Peregrine Blade: Equip: Pay 112 hp(s) and "Equipped creature gets

+19 to hit/dmg and +19 AC/saves and 360 hp"; 36590gp

DL VI Diminutive Albatross Peasants x(94) x[12] x[[[[[5]]]]]

|AC| 726, HD 84, hp 152, WR 141% #Att 7, TH ÷ AC/Save DC by 14, random stat dmg 150

Str 44, Dex 25, Con 17, Int 36, Wis 39, Chr 42, 3kxp

Reach, Exploit, Provoke

Mtg Spells:

[Mtg W Instant SL3] Dust of Moments: Choose one - Remove two time counters from each permanent and each suspended card. - Put two time counters on each permanent with a time counter on it and each suspended card.

[Mtg W Instant SL2] Call to Glory: Untap all creatures you control. Samurai creatures you control get +1/+1 until end of turn.

[Mtg G Instant SL4] Refreshing Rain: If an opponent controls a Swamp and you control a Forest, you may cast this spell without paying its mana cost. Target player gains 6 life.

[Mtg B Instant SL3] Hero's Downfall: Destroy target creature or planeswalker.

[Mtg U Sorcery SL1] Mystic Speculation: Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card resolves.) Scry 3. (Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest

[Mtg G Instant SL2] Provoke: Untap target creature you don't control. That creature blocks this turn if able. Draw a card.

Dungeon100720 - Dungeon Level 6

Room # 6

Bant Wardrobe - 10ft. long x 5ft. wide x 35ft. tall

book; Chasm, Natural; creaking; urine smell

Enter through a Phase Door (phases in/out every so often) on the north wall from a 5ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Imran the sensational Spider Crew (Meditation); Ardagundus the jocular Voodoo Panther (Engine)

Rolling Arrows Trap; DL 6; Search DC 62 (Attack +24 ranged, 40d4 damage), (multiple targets)

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

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

20,461gp

dull eyes, +2 AC, 1266gp

an electrum sword, sword, 4d3 (8), 93gp

Ring of Mind Shielding, can raise 2 Psi1 defenses at once, 14020gp

Veteran's Arbalest: Equip: Pay 4 Int and "Equipped creature gets +9 to hit/dmg and

+21 AC/saves and 90 hp and has Frenzy 4, Flanking, Lifelink, Mentor and Exalted.; 36240gp

DL VI Large Crusader Samurais x(353) x[10] x[[[5]]] x[[[4]]]

AC 722, HD 30, hp 14976, IR 137% #Att 5, TH ÷ AC/Save DC by 14, random stat dmg 294

Str 36, Dex 19, Con 29, Int 44, Wis 24, Chr 22, 3kxp

Mentor, Ingest, Protection from watermarks

Mtg Spells:

[Mtg U Instant SL6] Commence the Endgame: This spell can't be countered. Draw two cards, then amass X, where X is the number of cards in your hand. (Put X +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token.)

[Mtg U Sorcery SL2] Trapfinder's Trick: Target player reveals their hand and discards all Trap cards.

[Mtg U Instant SL3] Metallic Rebuke: Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}.

[Mtg U Instant SL2] Send to Sleep: Tap up to two target creatures. Spell mastery If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps.

[Mtg B Sorcery SL7] Sorin's Vengeance: Sorin's Vengeance deals 10 damage to target player or planeswalker and you gain 10 life.

[Mtg U Sorcery SL1] Distortion Strike: Target creature gets +1/+0 until end of turn and can't be blocked this turn. Rebound (If you cast this card from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

Dungeon100720 - Dungeon Level 6

Room # 7

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

arrow slit (wall)/murder hole (ceiling); carafe (decanter); ringing; tinkling

Enter through a Trapped Door, Out of Phase on the south wall from a 20ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Gazra the cowardly Platinum Sidekick (Axe); Shandaril the puerile Flying Beast (Nanotechnology)

Secret Chute Trap; DL 6; Search DC 65 (500 damage, no resistance)

Altar that (causes/has/or is) Teleports

[x2] Immortals cannot feel, hear, or sense into this room unless they are actually there; Divine Intervention fails
2,587gp

a bottle of Sauvignon Blanc, 10gp

The Werewolf Orb, 200gp

Rod/Cancellation (Mordenkainen's Disjunction), 47540gp

Murderer's of Distinction: Equip: Pay 3 Wis and "Equipped creature gets +22
to hit/dmg and +25 AC/saves and 7 hp and has Exalted.; 36480gp

DL VI Fine Mammoth Monks x(207) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]]

AC 723, HD 9, hp 76, IR 113% #Att 12, TH ÷ AC/Save DC by 14, dmg 725

Str 41, Dex 18, Con 45, Int 50, Wis 52, Chr 28, 3kxp

Shadow, Forestwalk, Frenzy 2

Mtg Spells:

[Mtg W Sorcery SL3] Ethereal Guidance: Creatures you control get +2/+1 until end of turn.

[Mtg R Sorcery SL1] Planequake: Planequake deals X damage to each creature without flying
and each planeswalker. If X is 10 or more, open the "Uncovered Cavern" plot booster.

[Mtg W Instant SL2] Swift Maneuver: Prevent the next 2 damage that would be dealt
to any target this turn. Draw a card at the beginning of the next turn's upkeep.

[Mtg G Instant SL2] Tel-Jilad Justice: Destroy target artifact. Scry 2. (Look at the top two cards of your library,
then put any number of them on the bottom of your library and the rest on top in any order.)

[Mtg R Instant SL3] Turf Wound: Target player can't play lands this turn. Draw a card.

[Mtg W Instant SL1] Festival of the Guildpact: Prevent the next
X damage that would be dealt to you this turn. Draw a card.

Dungeon100720 - Dungeon Level 6

Room # 8

Aranzhur Throne Room - 5ft. long x 15ft. wide x 30ft. tall

keg; table, large; creaking; salty, wet smell

Enter through a Intelligent Door, might have ego score on the east wall from a 45ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Waspen the maleficent Robot Imp (Warhorse); Megara the unbeatable Composite Cephalopod (Spinach)

Whirling Balls Trap; DL 6; Search DC 66 (Attack +36 ranged, 60d8 damage)

Room (Floor) that (causes/has/or is) Wish Fulfillment, Reversal

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

26,384gp

a dragging decapitated arm, +1 AC, 300gp

an engraved][+][crest, +2 AC, 1100gp

Blackened Stone [5d6] +13 Th/+7 dmg 17+/x2; 1M: One attack: Death (save vs. PPD); CL 39; SL 6, 9024gp

Rian's Sacrum bone: +9 to Int; 1/2attack: Physically Dominate one target

for 1 rd. It gets +1d6 Off. DL.; CL 52; SL 6; 37020gp

DL VI Colossal Aladdin Scions x(96) x[10] x[[[5]]] x[[[4]]]

|AC| 728, HD 1224, hp 21504, #Att 11, TH ÷ AC/Save DC by 84, random stat dmg 577

Str 36, Dex 28, Con 52, Int 21, Wis 25, Chr 44, 3kxp

Triple Strike

Mtg Spells:

[Mtg R Instant SL2] Brute Strength: Target creature gets +3/+1 and gains trample until end of turn.

[Mtg W Instant SL5] Enduring Victory: Destroy target attacking or blocking creature. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

[Mtg B Sorcery SL3] Gruesome Fate: Each opponent loses 1 life for each creature you control.

[Mtg R Instant SL2] Battle Hymn: Add {R} for each creature you control.

[Mtg W Instant SL3] Even the Odds: Cast this spell only if

you control fewer creatures than each opponent. Create three 1/1 white Soldier creature tokens.

[Mtg U Sorcery SL6] Advice from the Fae: ({2/U} can be paid with any two mana or with {U}. This card's converted mana cost is 6. control more creatures than each other player, put two of those cards into your hand. Otherwise, put one of them into your hand)

Dungeon100720 - Dungeon Level 6

Room # 9

Rabiah Cell - 10ft. long x 25ft. wide x 25ft. tall

candles; chair, padded; hooting; urine smell

Enter through a Flesh Door on the south wall from a 20ft. long x 25ft. wide x 10ft. tall hallway.

Sample Names: Nelrora the monstrous Black Master (Undead); Tariana the wicked Ghost Ape (Scissors)

Inhaled Magma / Lava Trap; DL 6; Search DC 61 (300 Dex damage, DC 62 Fortitude save for 1/3)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
35,357gp

a ward major, +6 AC, 510gp

a bar of mithril, 650gp

Golden Scarab [AT+15] ++3 AC/+8 Saves; 1M: Target is immune to sleep & exhaustion; CL 54; SL 6; 10450gp

Opaque Bottle: All your Monster classes use the "set XP table"(3kxp
at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 36590gp

DL VI Diminutive Illusion Pirates x(148) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 728, HD 48, hp 936, #Att 9, TH ÷ AC/Save DC by 84, dmg 1446

Str 43, Dex 28, Con 19, Int 35, Wis 18, Chr 25, 3kxp

Protection from odd collector numbers , Knightlifelink, Shadow

Mtg Spells:

[Mtg U Sorcery SL4] Drawn from Dreams: Look at the top seven cards of your library. Put two
of them into your hand and the rest on the bottom of your library in a random order.

[Mtg W Instant SL2] Clear: Destroy target enchantment.Cycling {2} {2}, Discard this card: Draw a card.)

[Mtg U Sorcery SL3] Of One Mind: This spell costs {2} less to

cast if you control a Human creature and a non-Human creature.Draw two cards.

[Mtg W Sorcery SL5] Angelic Edict: Exile target creature or enchantment.

[Mtg R Sorcery SL1] Builder's Bane: Destroy X target artifacts. Builder's Bane deals damage to each
player equal to the number of artifacts they controlled that were put into a graveyard this way.

[Mtg B Instant SL3] Make Obsolete: Creatures your opponents control get -1/-1 until end of turn.

Dungeon100720 - Dungeon Level 6

Room # 10

Tavelia Waiting Room - 30ft. long x 20ft. wide x 30ft. tall

tube (container); gong; smoky; footsteps (ahead)

Enter through a Plant Door (as the spell) on the west wall from a 20ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Danaus the ignoble Elasti- Paladin (Buggy); Kronar the byzantine Forgotten Beetle (Mist)

Inhaled Crapulence Trap; DL 6; Search DC 65 (40 Chr damage, no resistance)

Wall that (causes/has/or is) Releases - Coins

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Half Segment
2,291gp

a green potion, 'stone skin' 'protection evil' 'cause light' 'armor', 110gp

a wand of glinting yellow, 'detect invis', 58gp

Bag of Beans, 9870gp

Rian's Vastus medialis muscle: +21 to Wis; 1M: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell. ; CL 37; SL 6; 37030gp

DL VI Fine Orb Archers x(258) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 726, HD 3, hp 480, CR 546% #Att 4, TH ÷ AC/Save DC by 84, dmg 1445

Str 25, Dex 49, Con 34, Int 20, Wis 38, Chr 30, 3kxp

Protection from loose lips, Blurry, Provoke, Flanking

Mtg Spells:

[Mtg R Sorcery SL2] Go for Blood: Target creature you control fights target creature you don't control.

(Each deals damage equal to its power to the other.)Cycling {1} ({1}, Discard this card: Draw a card.)

[Mtg U Instant SL4] Shifting Borders: Exchange control of two target lands.Splice onto Arcane {3}{U} (As you cast an Arcane spell, may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

[Mtg B,G Sorcery SL6] Morbid Bloom: Exile target creature card from a graveyard, then create X 1/1 green Saproling creature tokens, where X is the exiled card's toughness.

[Mtg R Instant SL2] Shatter: Destroy target artifact.

[Mtg R Sorcery SL1] Flame Jab: Flame Jab deals 1 damage to any target.Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

[Mtg B Sorcery SL1] Spark Harvest: As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.Destroy target creature or planeswalker.

Dungeon100720 - Dungeon Level 6

Room # 11

Fabacin Fountain/Pool Room - 30ft. long x 35ft. wide x 10ft. tall

recess; cruet (flask); still, warm (or hot); snapping

Enter through a Phase Door (as the spell) on the east wall from a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Glanvill the superlative Ruby Dinosaur (Horse); Gardi Crowlayer the revolting Vector Mistress (Musket)

Air in room transforms into Elemental Vibration Trap; DL 6; Search DC 63 (100 Wis damage/s, DC 61 PPD save for half)(multiple t

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

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

23,720gp

nordic Fury's Donation Pit, 0gp

a glass horse figurine, 100gp

Lily-white Wand [1d10] +37 Th/+8 dmg 13+/x3; 1P: Regenerate PL hp/r; CL 54; SL 6, 15970gp

Orange Toe ring: +6hhiQQQM Action(s); 36980gp

DL VI Small Ambush-Party Eggs x(147) x[10] x[[[5]]] x[[[4]]]

AC 721, HD 14, hullp 3840, CR 906% #Att 11, TH ÷ AC/Save DC by 84, random stat dmg 292

Str 39, Dex 34, Con 30, Int 26, Wis 37, Chr 24, 3kxp

Knightlifelink, Double Strike, Dethrone

Mtg Spells:

[Mtg U Sorcery SL3] Sage's Knowledge: Return target sorcery card from your graveyard to your hand.

[Mtg B Instant SL2] Pharika's Cure: Pharika's Cure deals 2 damage to target creature and you gain 2 life.

[Mtg U Instant SL3] Spell Snuff: Counter target spell. Fateful hour If you have 5 or less life, draw a card.

[Mtg G Sorcery SL6] Klothis's Design: Creatures you control get +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[Mtg G,U Sorcery SL7] Biomantic Mastery: Draw a card for each creature target player controls, then draw a card for each creature another target player controls.

[Mtg R Instant SL2] Buccaneer's Bravado: Choose one - Target creature gets +1/+1 and gains first strike until end of turn. - Target Pirate gets +1/+1 and gains double strike until end of turn.

Dungeon100720 - Dungeon Level 6

Room # 12

Belenon Wizard's Chamber/Lab - 5ft. long x 25ft. wide x 50ft. tall

manger; barrel; knocking; roar(ing)

Enter through a Mobile Door (door moves around in dungeon) on the west wall from a 15ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Renwick the terrible Shadow Bullet (Pitchfork); Sunitra the vile Baron Octopus (Magno-)

Wide-Mouth Doorknob Trap; DL 6; Search DC 62 (100 damage, DC 65 Spell save for half)

Fireplace that (causes/has/or is) Releases - Magic Item

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year
8,945gp

a brown leather jacket, +2 AC, 16gp

the Golden Shiny Medallion, +4 AC, 5400gp

Gallon of Cordovan Saliva; 1V: Rusty Trombone Beam: Do this Status

Effect to one target (no save) ; CL 32; SL 6; 36770gp

Brawler'sko: Equip: Pay 6 Cml and "Equipped creature gets +41 to hit/dmg and +3 AC/saves and 90 hp"; 36540gp

DL VI Diminutive Phoenix Processors x(225) x[10] x[[[5]]] x[[[4]]]

AC 729, HD 14, hp 160, WR 942% #Att 4, TH ÷ AC/Save DC by 84, dmg 865

Str 46, Dex 38, Con 36, Int 25, Wis 50, Chr 42, 3kxp

Protection from watermarks, Defender

Mtg Spells:

[Mtg B Sorcery SL2] Distress: Target player reveals their hand. You choose a nonland card from it. That player discards that card.

[Mtg B Sorcery SL3] Festergloom: Nonblack creatures get -1/-1 until end of turn.

[Mtg R Sorcery SL7] Searing Flesh: Searing Flesh deals 7 damage to target opponent or planeswalker.

[Mtg G Instant SL1] Nature's Claim: Destroy target artifact or enchantment. Its controller gains 4 life.

[Mtg G Sorcery SL3] Spoils of Victory: Search your library for a Plains, Island, Swamp, Mountain, or Forest card and put that card onto the battlefield. Then shuffle your library.

[Mtg G Instant SL3] Wind Shear: Attacking creatures with flying get -2/-2 and lose flying until end of turn.

Dungeon100720 - Dungeon Level 7

Room # 1

Iquatana Garbage Room - 20ft. long x 20ft. wide x 20ft. tall

hole (blasted); pliers; breeze, slight, damp; breeze, slight

Enter through a Revolving/Swinging Door on the west wall from a 15ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Guntar the adjectiveless Crimson Beast (Flaming); Gabirel the awesome General Vermin (Power)

Rolling Deathblades Trap; DL 7; Search DC 74 (Attack +140 melee, 10d6 damage)

Door that (causes/has/or is) Poison

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

18,570gp

a small crystallized ring, +1 AC, 286gp

a platinum coin, 0gp

Sooty Crossbow, hand [6d6] +8 Th/+11 dmg 13+/x4; 1attack: Lightning Bolt, CLd6 dmg (save:½); CL 49; SL 7, 10654gp

Rosy Spring: Free Intelligent [Magic Item] Familiar; 49940gp

DL VII Macro-Fine Bringer Druids x(399) x[11] x[[[6]]] x[[[5]]]

|AC| 992, HD 6356, hp 1.0E+5, WR 658% #Att 6, TH ÷ AC/Save DC by 16, idmg 202

Str 47, Dex 46, Con 55, Int 22, Wis 19, Chr 24, 7kxp

Protection from two-word names, Outlast, Knightlifelink

Mtg Spells:

[Mtg B Sorcery SL3] Noxious Vapors: Each player reveals their hand, chooses one card of each color from it, then discards all other nonland cards.

[Mtg W Instant SL3] Dismantling Blow: Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.) Destroy target artifact or enchantment. If this spell was kicked, draw two cards.

[Mtg U Instant SL3] Depths of Desire: Return target creature to its owner's hand. Create a Treasure token. (It's an artifact with "{T}", Sacrifice this artifact: Add one mana of any color.)

[Mtg B Sorcery SL3] Assassinate: Destroy target tapped creature.

[Mtg G Sorcery SL4] Eureka: Starting with you, each player may put a permanent card from their hand onto the battlefield. Repeat this process until no one puts a card onto the battlefield.

[Mtg G Sorcery SL2] Road of Return: Choose one - Return target permanent card from your graveyard to your hand. - Put your commander into your hand from the command zone. Entwine {2} (Choose both if you pay the entwine cost.)

[Mtg G Sorcery SL2] Rabid Bite: Target creature you control deals damage equal to its power to target creature you don't control.

Dungeon100720 - Dungeon Level 7

Room # 2

Nether Void Kennel - 45ft. long x 5ft. wide x 25ft. tall

Chasm, Natural; steps; tinkling; tinkling

Enter through a Trapped Door, Out of Phase on the west wall from a 15ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Glorindel the vile General Widow (Hyper-); Aethicus the valiant American -noid (Lasso)

Bring Animals VIII Trap; DL 7; Search DC 71 (Psionicist CL 14, no resistance)

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

[x2] Gods cannot hear, taste, or sense into this room unless they are actually there; Divine Intervention fails
24,507gp

a belt with key ring attached, 100gp

a secret map of Olympus, 50gp

Syringe of Multi-Prismatic Female Squirt;; 1/2M: Plastinated Brand: Brand this Status

Effect to one weapon (no save) ; CL 56; SL 7; 49460gp

Ebony Book: +6 Kit Slots; 49690gp

DL VII Huge Splinter Praetors x(357) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 986, HD 60, hp 7040, CR 84% #Att 7, TH ÷ AC/Save DC by 112, dmg 1179

Str 24, Dex 30, Con 59, Int 39, Wis 21, Chr 59, 7kxp

Intimidate, Triple Strike, Renown 3, Skulk

Mtg Spells:

[Mtg W Sorcery SL6] Planar Cleansing: Destroy all nonland permanents.

[Mtg W Sorcery SL2] Revoke Existence: Exile target artifact or enchantment.

[Mtg R Instant SL4] Wild Ricochet: You may choose new targets for target instant or sorcery spell. Then copy that spell. You may choose new targets for the copy.

[Mtg R Sorcery SL1] Reckless Charge: Target creature gets +3/+0 and gains haste until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg R Instant SL2] Orcish Catapult: Randomly distribute X
-0/-1 counters among a random number of random target creatures.

[Mtg G Sorcery SL5] Hunter's Prowess: Until end of turn, target creature gets +3/+3 and gains trample and "Whenever this creature deals combat damage to a player, draw that many cards."

[Mtg R Instant SL1] Coordinated Assault: Up to two target creatures
each get +1/+0 and gain first strike until end of turn.

Dungeon100720 - Dungeon Level 7

Room # 3

Ilcae Map Room / Cartography - 5ft. long x 40ft. wide x 40ft. tall

candelabrum; Chute, Flesh (acid damage); wind, strong, moaning; music

Enter through a Archway (open) on the north wall from a 40ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Mesi the congenial Do-Gooder Comet (Radiation); Nelvine the manipulative Slime Surfer (Screwdriver)

Hail of Jaws Trap; DL 7; Search DC 73 (Attack +63 melee, 20d8 damage)

Pit that (causes/has/or is) passwall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Mont
36,189gp

an order of Wings, 30gp

bonnie potion, 'detect invis' 'detect hidden' 'detect evil' 'detect magic', 250gp

Vial of Snowy Female Squirt::; 1P: Crucified Brand: Brand this Status

Effect to one weapon (no save) ; CL 44; SL 7; 49890gp

Inquisitor's Scythe: Equip: Pay 3 Cml and "Equipped creature gets +13 to hit/dmg

and +19 AC/saves and 392 hp and has Rampage 3, Skulk and Mentor.; 49970gp

DL VII Colossal Mummy Archers x(152) x[9] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]]

Stun AC 992, HD 230, hp 25600, #Att 4, TH ÷ AC/Save DC by 16, random stat dmg 1181

Str 37, Dex 26, Con 48, Int 25, Wis 54, Chr 42, 7kxp

Prowess, Last Strike, Menace

Mtg Spells:

[Mtg R Instant SL3] Rack and Ruin: Destroy two target artifacts.

[Mtg G Sorcery SL1] Hunt the Hunter: Target green creature you control gets

+2/+2 until end of turn. It fights target green creature an opponent controls.

[Mtg W Instant SL3] Pulse of the Fields: You gain 4 life. Then if an

opponent has more life than you, return Pulse of the Fields to its owner's hand.

[Mtg B Sorcery SL5] Demonic Collusion: BuybackDiscard two cards. (You may discard two cards in addition to any other costs as you do, put this card into your hand as it resolves.)Search your library for a card and put that card into your hand. Then shuffle your

[Mtg B Sorcery SL3] Dimir Machinations: Look at the top three cards of target player's library. Exile any number of those cards, then put

this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then

[Mtg W Instant SL2] Show of Valor: Target creature gets +2/+4 until end of turn.

[Mtg R Sorcery SL2] Pyroclasm: Pyroclasm deals 2 damage to each creature.

Dungeon100720 - Dungeon Level 7

Room # 4

Zendikar Armory - 30ft. long x 20ft. wide x 35ft. tall

hogshead (large cask of liquid); pallet; smoky; chiming

Enter through a Intelligent Door, might have ego score on the south wall from a 45ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Cathera the zealous Mind Masochist (Discs); Sheol the jocular Star Giant (Force)

Camouflaged Pendulums Trap; DL 7; Search DC 73 (Attack +35 ranged, 50d4 damage)

Painting that (causes/has/or is) Gravity - Greater

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Day 12,149gp

a wooden shield, +1 AC, 25gp

a black horned helmet, +1 AC, 49gp

Needle of Sooty Urine;; 1Z: Aborted/Stillborn PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 54; SL 7; 49110gp

Golden Bottle: +100 PSP's; 49180gp

DL VII Huge Lichenthrope Mystics x(278) x[11] x[[[6]]] x[[[5]]]

Stun AC 987, HD 70, |hp| 6656, CR 163% #Att 1, TH ÷ AC/Save DC by 112, dmg 791

Str 56, Dex 26, Con 22, Int 39, Wis 20, Chr 34, 7kxp

Knightlifelink, Horsemanship, Reach, Shadow

Mtg Spells:

[Mtg U Sorcery SL2] Take Inventory: Draw a card, then draw cards equal to the number of cards named Take Inventory in your graveyard.

[Mtg W Instant SL3] Generous Gift: Destroy target permanent.

Its controller creates a 3/3 green Elephant creature token.

[Mtg W,B Instant SL6] Consecrate // Consume: Exile target card from a graveyard. Draw a card.

[Mtg R Sorcery SL4] Roiling Terrain: Destroy target land, then Roiling Terrain deals damage to that land's controller equal to the number of land cards in that player's graveyard.

[Mtg G Instant SL2] Deglamer: Choose target artifact or enchantment. Its owner shuffles it into their library.

[Mtg R Instant SL2] Cinderclasm: Kicker {R} (You may pay an additional {R} as you cast this spell.) Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead.

[Mtg G,R Instant SL1] Guttural Response: Counter target blue instant spell.

Dungeon100720 - Dungeon Level 7

Room # 5

Kylem Water Closet/Toilet - 45ft. long x 35ft. wide x 30ft. tall

chains; sack; bang, slam; ozone smell

Enter through a Iron Door, Normal on the north wall from a 35ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Sulward the poisonous Martian Dazzler (Curse); Arabel the tasteless Tattered Paladin (Flame)

Blade Barrier 7 Trap; DL 7; Search DC 73 (Wizard CL 14, no resistance)

Well that (causes/has/or is) passwall

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Month
46,994gp

a spiked bracelet, 1435gp

a pamphlet on the city of Tolchalla, 50gp

Shimmering Cube [3d10] +13 Th/++14 dmg 19+/x3; 1M: Death Spell 4d20 HD

(save vs. Death Magic), works on undead and golems; CL 44; SL 7, 37814gp

Pale Clay pot: +700 PSP's; 50010gp

DL VII Huge Ghost Citizens x(173) x[10] x[[[5]]] x[[[4]]]

|AC| 989, HD 448, hp 6656, PR 637% #Att 13, TH ÷ AC/Save DC by 16, dmg 983

Str 24, Dex 49, Con 56, Int 40, Wis 40, Chr 35, 7kxp

Protection from two-word names, Infect, Protection from odd collector numbers

Mtg Spells:

[Mtg R Sorcery SL4] Engulfing Eruption: Engulfing Eruption deals 5 damage to target creature.

[Mtg U Instant SL2] Predict: Choose a card name, then target player mills a card. If a card with the chosen name was milled this way, you draw two cards. Otherwise, you draw a card.

[Mtg G Instant SL1] Aerial Volley: Aerial Volley deals 3 damage divided

as you choose among one, two, or three target creatures with flying.

[Mtg U Sorcery SL2] See the Truth: Look at the top three cards of your library. Put one of those cards into your hand and the rest the bottom of your library in any order. If this spell was cast from anywhere other than your hand, put each of those cards into y

[Mtg U Instant SL1] Sapphire Charm: Choose one - Target player draws a card at the beginning of the next turn's upkeep. - Target creature an opponent controls phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in

[Mtg W Sorcery SL1] False Peace: Target player skips all combat phases of their next turn.

[Mtg U Sorcery SL2] Fae of Wishes // Granted: You may reveal a

noncreature card you own from outside the game and put it into your hand.

Dungeon100720 - Dungeon Level 7

Room # 6

Bant Library - 40ft. long x 40ft. wide x 30ft. tall

vice; coat rack; sobbing; "Bleah!" (off in the distance)

Enter through a Stone Door, Normal on the east wall from a 35ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Tanthea the weird Dynamo Goliath (Slime); Calaudra the vicious Power Intruder (Nag)

Air in room transforms into Elemental Alcohol Trap; DL 7; Search DC 74 (40 Int damage/s, DC 73 Spell save for 1/10)(multiple tar)

Fire that (causes/has/or is) illusory wall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
12,482gp

a bread, 1gp

shilk sheets, +12 AC, 600gp

Slate Rope [2d10] +197 Th/+121 dmg 18+/x9; 1V: Gust of Wind / Wall of Air; CL 39; SL 7, 59060gp

Rian's Pelvis bone: +2 to ML; 1/2M: Pick MF, PF, PsiF, TechF. Raise or lower it by N.; CL 44; SL 7; 49440gp

DL VII Titanic Pincher Scouts x(65) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 989, HD 454, hp 55296, IR 160% #Att 4, TH ÷ AC/Save DC by 112, idmg 986

Str 31, Dex 55, Con 47, Int 56, Wis 18, Chr 18, 7kxp

Last Strike, Deathtouch, Melee 1, Haste

Mtg Spells:

[Mtg U Instant SL2] Essence Capture: Counter target creature spell. Put
a +1/+1 counter on up to one target creature you control.

[Mtg C Instant SL3] Titan's Presence: As an additional cost to cast this spell, reveal a colorless creature
card from your hand. Exile target creature if its power is less than or equal to the revealed card's power.

[Mtg U Sorcery SL1] Merfolk Secretkeeper // Venture Deeper: Target player mills four
cards. (Then exile this card. You may cast the creature later from exile.)

[Mtg R Sorcery SL6] Grenzo's Rebuttal: Create a 4/4 red Ogre creature token. Starting with you, each player chooses an artifact,
a creature, and a land from among the permanents controlled by the player to their left. Destroy each permanent chosen this way.

[Mtg B,U Instant SL4] Artful Takedown: Choose one or both -

Tap target creature. - Target creature gets -2/-4 until end of turn.

[Mtg G Sorcery SL4] Elven Cache: Return target card from your graveyard to your hand.

[Mtg G Sorcery SL2] Clever Combo: Search your library for a host card or

a card with augment, reveal it, put it into your hand, then shuffle your library.

Dungeon100720 - Dungeon Level 7

Room # 7

Xerex Entry/Vestibule - 35ft. long x 20ft. wide x 10ft. tall

chair with straps; strappado; hissing; grunting

Enter through a Special Door on the south wall from a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Themrin the tasteless Lightning Jack (Motorcycle); Aaminah the extraordinary Princess Monkey (Sled)

Water-Filled Stairs Trap; DL 7; Search DC 76 (240 damage, DC 75 PPD save for 1/10)

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

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

39,535gp

Boots of Fate, 500gp

a heavy woolen robe, +5 AC, 195gp

Olive Girdle [AT+17] +145 AC/+12 Saves; 1P: No psi powers (any freq.) can be used in 50'r; CL 70; SL 7; 30080gp

Obsidian Water bottle: +4 Familiar Slots; 49340gp

DL VII Gargantuan Autobot Shamans x(149) x[10] x[[[5]]] x[[[4]]]

Stun AC 987, HD 124, hp 12800, #Att 11, TH ÷ AC/Save DC by 112, dmg 2944

Str 21, Dex 42, Con 20, Int 50, Wis 44, Chr 51, 7kxp

Protection from odd collector numbers, Poisonous 4, Rampage 4, Knightlifelink, Protection from die rolls

Mtg Spells:

[Mtg U Instant SL2] Peel from Reality: Return target creature you control and target creature you don't control to their owners' hands.

[Mtg R Instant SL3] Dinosaur Stampede: Attacking creatures get +2/+0 until end of turn. Dinosaurs you control gain trample until end of turn.

[Mtg R Sorcery SL5] Goblin Rally: Create four 1/1 red Goblin creature tokens.

[Mtg B,R,U Sorcery SL5] Dark Intimations: Each opponent sacrifices a creature or planeswalker, then discards a card. You return : hand, then draw a card. When you cast a Bolas planeswalker spell, exile Dark Intimations from your graveyard. That planeswalker enters

[Mtg B Instant SL3] Grim Reminder: Search your library for a nonland card and reveal it. Each opponent who cast a card this turn name as that card loses 6 life. Then shuffle your library. {B}{B}: Return Grim Reminder from your graveyard to your hand. Activate this

[Mtg W Sorcery SL4] Terashi's Cry: Tap up to three target creatures.

[Mtg B,U Sorcery SL5] Tezzeret's Betrayal: Destroy target creature. You may search your library and/or graveyard for a card named Tezzeret, Master of Metal, reveal it, and put it into your hand. If you search your library this way, shuffle it.

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Room # 8

Plane of Mountains and Seas Court - 20ft. long x 15ft. wide x 15ft. tall

couch; carving; slithering; shuffling

Enter through a Bronze Door, Normal on the south wall from a 15ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Valeria the demonic Elasti- Paladin (Ancient lore); Skeld the savage Emerald Dancer (Adamantium)

Injected Adamantite Trap; DL 7; Search DC 71 (600 Str damage, no save)

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

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

28,982gp

The Sword of the Lensman, sword, 10d16 (85), 100gp

a glass horse figurine, 100gp

Phial of Carmine Mucus;; 1V: Plastinated PFA: Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.; CL 62; SL 7; 49960gp

Shadow Battlegear: Equip: Pay 256 PSP(s) and "Equipped creature gets +15 to hit/dmg and +21 AC/saves and 175 hp".; 49330gp

DL VII Large Pig Knights x(335) x[11] x[[[6]]] x[[[5]]]

Stun AC 982, HD 30, hp 3584, #Att 8, TH ÷ AC/Save DC by 16, random stat dmg 785

Str 26, Dex 56, Con 29, Int 43, Wis 19, Chr 43, 7kxp

Vigilance, Wither, Reach

Mtg Spells:

[Mtg U Instant SL2] Send to Sleep: Tap up to two target creatures. Spell mastery If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps.

[Mtg G Instant SL2] Pounce: Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

[Mtg B Instant SL3] Slay: Destroy target green creature. It can't be regenerated. Draw a card.

[Mtg U Instant SL2] Startling Development: Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} {{1}}, Discard this card: Draw a card.)

[Mtg W Instant SL6] Beacon of Immortality: Double target player's life total. Shuffle Beacon of Immortality into its owner's library.

[Mtg U,G Instant SL4] Incubation // Incongruity: Exile target creature.

That creature's controller creates a 3/3 green Frog Lizard creature token.

[Mtg R Instant SL1] Enrage: Target creature gets +X/+0 until end of turn.

Dungeon100720 - Dungeon Level 7

Room # 9

Eldraine Privy/Secret - 40ft. long x 15ft. wide x 5ft. tall

bellows; pincers; foggy near floor; howling

Enter through a Golem Door (it's a Golem creature) on the south wall from a 5ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Cirdan the attractive Valiant Shark (Ether); Wirddan the happy Seagoing Corona (Sail)

Fifth Level Priest Spell Trap; DL 7; Search DC 71 (Psionicist CL 14, no save)

Statue that (causes/has/or is) Animated

[x2] Immortals cannot feel, see, or sense into this room unless they are actually there; Divine Intervention fails
34,408gp

mercury sword, sword, 10000d10000 (50005000), 0gp

a Leather Vest, +7 AC, 635gp

Ioun Stone, Don, Free Action continuous, 11830gp

Chartreuse Sandal: Free Naturalist Kit: NaNR (Wis+Chr-26)*10%, Free bonus Nature Lore proficiency; 49740gp

DL VII Huge Lhurgoyf Spawns x(183) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 987, HD 60, hullp 6784, TR 143% #Att 9, TH ÷ AC/Save DC by 16, dmg 2943

Str 23, Dex 37, Con 59, Int 50, Wis 27, Chr 26, 7kxp

Rampage 6, Ingest, Frenzy 1, Wither

Mtg Spells:

[Mtg W Instant SL1] Strip Bare: Destroy all Auras and Equipment attached to target creature.

[Mtg U Instant SL3] Override: Counter target spell unless its controller pays {1} for each artifact you control.

[Mtg U Instant SL5] Double Take: Choose another player. You draw two cards. At the beginning of the first upkeep in your next game with that player, you draw two cards.

[Mtg G Instant SL4] Force of Vigor: If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[Mtg G Sorcery SL2] Curious Pair // Treats to Share: Create a Food token. (Then exile this card. You may cast the creature later from exile. A Food token is an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")

[Mtg G Instant SL1] Primal Bellow: Target creature gets +1/+1 until end of turn for each Forest you control.

[Mtg R Sorcery SL3] Pillage: Destroy target artifact or land. It can't be regenerated.

Dungeon100720 - Dungeon Level 7

Room # 10

Wildfire Dining / Feast Hall - 25ft. long x 30ft. wide x 5ft. tall

casket; chest, medium; ozone smell; scream(ing)

Enter through a Plant Door (a door made of plants) on the east wall from a 10ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Rerente the quarrelsome Wild Empire (Dark); Kasma the vile Sand Bird (-wagon)

Electrified Stairs Trap; DL 7; Search DC 73 (180 damage, no resistance)

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

[x2] Mortals cannot taste, see, or sense into this room unless they are actually there; Divine Intervention fails
10,484gp

a bronze chest, 10gp

the shadows, 0gp

Bag of Indigo Mucus;; 1P: Minivan Beam: Do this Status Effect to one target (no save) ; CL 44; SL 7; 49310gp

Rian's Hair: +28 to Dex; 1attack: Summon a DL VII Unique Technological Wizard
with "1M: Pickpocket a spell/psi effect or item LVL*7%"; CL 63; SL 7; 49350gp

DL VII Diminutive Expansion-Symbol Rogues x(231) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 991, HD 16, stunp 220, TR 169% #Att 6, TH ÷ AC/Save DC by 112, idmg 394

Str 30, Dex 35, Con 59, Int 44, Wis 35, Chr 44, 7kxp

Annihilator 1

Mtg Spells:

[Mtg R,W Sorcery SL4] Heroic Reinforcements: Create two 1/1 white Soldier creature tokens. Until end of turn, creatures you control get +1/+1 and gain haste. (They can attack and {T} this turn.)

[Mtg G,W Instant SL3] Pledge of Unity: Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.

[Mtg U Instant SL1] Spy Network: Look at target player's hand, the top card of that player's library, and any face-down creatures they control. Look at the top four cards of your library, then put them back in any order.

[Mtg R Instant SL2] Guerrilla Tactics: Guerrilla Tactics deals 2 damage to any target. When a spell or ability an opponent controls causes you to discard Guerrilla Tactics, Guerrilla Tactics deals 4 damage to any target.

[Mtg G,U Sorcery SL2] Neoform: As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield with an additional +1/+1 counter

[Mtg U Instant SL2] Dramatic Reversal: Untap all nonland permanents you control.

[Mtg U Instant SL3] Spell Snip: Counter target spell unless its controller pays {1}. Cycling {2} {2}, Discard this card: Draw a card.)

Dungeon100720 - Dungeon Level 7

Room # 11

Ilcae Garbage Room - 5ft. long x 35ft. wide x 50ft. tall

spinning wheel; lamp; wind, strong, moaning; tapping

Enter through a Concealed (Hidden) Door on the west wall from a 25ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Slakthor the infamous Dawn Flea (Pony); Athelm the strange Iron Company (Rod)

Well-Camouflaged Caltrops Trap; DL 7; Search DC 76 (Attack +42 ranged, 60d8 damage)

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

[x2] Mortals cannot taste, smell, or sense into this room unless they are actually there; Divine Intervention fails
40,066gp

red body armor, +3 AC, 10gp

an Everburning Joint, 350gp

Carnelian Net [5d10] +168 Th/+196 dmg 14+/x5; 1/3P: 1bM: Counter an effect which counters one of your effects; CL 49; SL 7, 68414gp

Drab Coasters: +1 Level(s) in a Psionicist Group Class; 49970gp

DL VII Large Wood Nobles x(392) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 994, HD 42, stunp 3456, #Att 5, TH ÷ AC/Save DC by 112, dmg 789

Str 41, Dex 34, Con 48, Int 57, Wis 53, Chr 28, 7kxp

Renown 4, Battle Cry

Mtg Spells:

[Mtg W Sorcery SL3] Cleansing: For each land, destroy that land unless any player pays 1 life.

[Mtg B Sorcery SL4] Ashen Powder: Put target creature card from an opponent's graveyard onto the battlefield under your control.

[Mtg R Instant SL4] Sudden Impact: Sudden Impact deals damage to target player equal to the number of cards in that player's hand.

[Mtg B Instant SL4] Agonizing Demise: Kicker {1}{R} (You may pay an additional {1}{R} as you cast this spell.) Destroy target noble. It can't be regenerated. If this spell was kicked, Agonizing Demise deals damage equal to that creature's power to the creature's

[Mtg B,G,U Sorcery SL3] Villainous Wealth: Target opponent exiles the top X cards of their library. You may cast any number of spells with converted mana cost X or less from among them without paying their mana costs.

[Mtg R Instant SL1] Singe: Singe deals 1 damage to target creature. That creature becomes black until end of turn.

[Mtg G Instant SL2] Inscription of Abundance: Kicker {2}{G} Choose one. If this spell was kicked, choose any number instead. - Put - Target player gains X life, where X is the greatest power among creatures they control. - Target creature you control fights target

Dungeon100720 - Dungeon Level 7

Room # 12

Fabacin Cell - 5ft. long x 30ft. wide x 30ft. tall

crystal ball; carpet; humming; drumming

Enter through a Tricked Door on the west wall from a 35ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Nienna the greedy Ambush -naut (Saber); Elliriel the non-politically correct Blonde Tarantula (Catapult)

Insanity Trap; DL 7; Search DC 71 (Cleric CL 14, DC 72 PPD save for 1/10)

Illusion that (causes/has/or is) Gravity - Varying

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

44,822gp

a Blue and White Pottery Vase, 0gp

a silver wolf pelt, +6 AC, 200gp

Cup of Indigo Blood Serum; 1/3P: Minivan Brand: Brand this Status

Effect to one weapon (no save) ; CL 50; SL 7; 49250gp

Hero's Blade: Equip: Pay 62 PSP(s) and "Equipped creature gets +9 to hit/dmg

and +9 AC/saves and 144 hp and has Protection from black borders.; 49160gp

DL VII Gargantuan Townsfolk Cowards x(170) x[8] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 990, HD 854, hp 13824, #Att 14, TH ÷ AC/Save DC by 16, dmg 203

Str 52, Dex 20, Con 48, Int 41, Wis 23, Chr 22, 7kxp

Reach, Flanking, Fabricate 2, Protection from loose lips, First Strike

Mtg Spells:

[Mtg R Sorcery SL1] Goblin Grenade: As an additional cost to cast

this spell, sacrifice a Goblin. Goblin Grenade deals 5 damage to any target.

[Mtg W Instant SL2] Long Road Home: Exile target creature. At the beginning of the next end

step, return that card to the battlefield under its owner's control with a +1/+1 counter on it.

[Mtg R Instant SL1] Feint: Tap all creatures blocking target attacking creature. Prevent all combat

damage that would be dealt this turn by that creature and each creature blocking it.

[Mtg W Sorcery SL2] Pegasus Stampede: BuybackSacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.) Create a 1/1 white Pegasus creature token with flying.

[Mtg G Instant SL3] Heaven // Earth: Heaven deals X damage to each creature with flying.

[Mtg W Instant SL4] Neck Snap: Destroy target attacking or blocking creature.

[Mtg B Sorcery SL7] Ichor Explosion: As an additional cost to cast this spell, sacrifice

a creature. All creatures get -X/-X until end of turn, where X is the sacrificed creature's power.

Dungeon100720 - Dungeon Level 8

Room # 1

Phyrexia Gallery - 5ft. long x 5ft. wide x 30ft. tall

mosaics; tube (piping); salty, wet smell; tinkling

Enter through a Locked Door, Out of Phase on the south wall from a 50ft. long x 5ft. wide x 10ft. tall hallway.

Sample Names: Sirdan the diseased Emerald Harrier (Thiotimoline); Ramir the grim 'n' gritty October Cephalopod (Blunderbuss)

Injected Shadow Trap; DL 8; Search DC 87 (200 damage, no resistance)

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

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

35,794gp

a greensteel bracer, +1 AC, 10gp

skull earring, +2 AC, 100gp

Greenish Gloves [AT+20] +12 AC/+10 Saves; 1/2M: -PL dmg per physical attack; CL 52; SL 8; 11610gp

Rian's Spinal Fluid: +18 to CL; 1P: 1bM: Deal 30 to a target. Cure 30 hp.; CL 51; SL 8; 64980gp

DL VIII Fine Aboroth Archers x(64) x[10] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

iAC 1282, HD 9, |hp| 138, #Att 14, TH ÷ AC/Save DC by 144, dmg 515

Str 23, Dex 26, Con 66, Int 28, Wis 42, Chr 64, 15kxp

Dethrone, Afterlife 2, Protection from black borders, Frenzy 4, Protection from die rolls

Mtg Spells:

[Mtg U Instant SL2] Hubris: Return target creature and all Auras attached to it to their owners' hands.

[Mtg U Instant SL1] Intervene: Counter target spell that targets a creature.

[Mtg G Instant SL3] Synchronized Strike: Untap up to two target creatures. They each get +2/+2 until end of turn.

[Mtg U Sorcery SL6] Mindculling: You draw two cards and target opponent discards two cards.

[Mtg W Sorcery SL4] Decree of Justice: Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}), Discard this c
Draw a card.)When you cycle Decree of Justice, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.

[Mtg U Instant SL1] Ancestral Recall: Target player draws three cards.

[Mtg U Instant SL1] Leap: Target creature gains flying until end of turn. Draw a card.

[Mtg R Sorcery SL4] Aftershock: Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

Dungeon100720 - Dungeon Level 8

Room # 2

Cabralin Robing Room - 50ft. long x 45ft. wide x 15ft. tall

carafe (decanter); stand; rotting vegetation smell; still, very chill

Enter through a Water Lock Door (holds back a lot of water) on the south wall from a 45ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Jermax the astounding Wild Scavenger (Suction Cup); Velonar the loony Jet Creeper (Blaster)

Power Word Capital S Stun Trap; DL 8; Search DC 82 (Cleric CL 16, DC 82 RSW save for 1/3)

Statue that (causes/has/or is) Treasure hidden in secret space under container

[x2] Mortals cannot feel, taste, or sense into this room unless they are actually there; Divine Intervention fails
10,471gp

an emerald stud, +2 AC, 110gp

a pair of crimson steel greaves, +2 AC, 195gp

Brazier of Sleep Smoke, 9930gp

Rian's Tibia bone: +10 to Int; 1/2M: Target confused and addicted to morphine.; CL 58; SL 8; 64230gp

DL VIII Fine Avatar Scions x(287) x[12] x[[[6]]] x[[[5]]]

AC 1281, HD 11, |hp| 132, RR 107% #Att 12, TH ÷ AC/Save DC by 144, dmg 1032

Str 19, Dex 23, Con 46, Int 31, Wis 62, Chr 39, 15kxp

Lifelink

Mtg Spells:

[Mtg B Sorcery SL3] Mind Drain: Target opponent discards two cards, mills a card, and loses 1 life. You gain 1 life. (To a mill a card, a player puts the top card of their library into their graveyard.)

[Mtg G Sorcery SL2] Channel: Until end of turn, any time you could activate a mana ability, you may pay 1 life. If you do, add {C}.

[Mtg U Instant SL3] Scatter to the Winds: Counter target spell. Awaken 3{4}{U}{U} (If you cast this spell for {4}{U}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

[Mtg G Instant SL2] Strength of the Tajuru: Multikicker {1} (You may pay an additional {1} any number of times as you cast this spell.) Choose target creature, then choose another target creature for each time this spell was kicked. Put X +1/+1 counters on e

[Mtg G Instant SL2] Constant Mists: Buyback Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.) Prevent all combat damage that would be dealt this turn.

[Mtg G Instant SL2] Return to Nature: Choose one - Destroy

target artifact. - Destroy target enchantment. - Exile target card from a graveyard.

[Mtg R Instant SL1] Searing Touch: Buyback {4} (You may pay an additional {4} as you cast this spell.

If you do, put this card into your hand as it resolves.) Searing Touch deals 1 damage to any target.

[Mtg B Sorcery SL2] Pulling Teeth: Clash with an opponent. If you win, target player discards two cards. Otherwise, that player di reveals the top card of their library, then puts that card on the top or bottom. A player wins if their card had a higher converted i

Dungeon100720 - Dungeon Level 8

Room # 3

Ikorla Nest (animal) - 45ft. long x 40ft. wide x 30ft. tall

fire pit; pot (huge); "Bleah!" (off in the distance); drumming

Enter through a Wood Door, Normal on the south wall from a 40ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Urreth the aggressive First Foursome (Sling); Jerana the boisterous Composite Blur (Ionizer)

Rolling Caltrops Trap; DL 8; Search DC 85 (Attack +56 ranged, 60d20 Cml damage), (multiple targets)

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

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

35,521gp

a purple stone, +1 AC, 500gp

a ball of tangled wool, 2gp

Multi-colored Talisman [AT+23] +11 AC/+9 Saves; 1M: Decrease gravity in room

or object/person by SL G's (x1 Special); CL 56; SL 8; 12395gp

Rian's Biceps brachii muscle: +19 to Str; 1P: 1Z, eat a Larva, TechL 18+ item

you control, or a DL 9+ item you control: Reset. ; CL 56; SL 8; 64930gp

DL VIII Fine Legend Warriors x(430) x[11] x[[[6]]] x[[[5]]]

|AC| 1283, HD 15, hullp 136, TR 97% #Att 7, TH ÷ AC/Save DC by 144, idmg 1284

Str 59, Dex 29, Con 58, Int 62, Wis 53, Chr 46, 15kxp

Last Strike, Blurry

Mtg Spells:

[Mtg G Instant SL1] Run Afoul: Target opponent sacrifices a creature with flying.

[Mtg R,W Sorcery SL3] Deafening Clarion: Choose one or both - Deafening Clarion deals

3 damage to each creature. - Creatures you control gain lifelink until end of turn.

[Mtg R Instant SL5] Melee: Cast this spell only during your turn and only during combat before blockers are declared. You choose block this combat and how those creatures block. Whenever a creature attacks and isn't blocked this combat, untap it and remove it

[Mtg B Sorcery SL5] Spread the Sickness: Destroy target creature, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[Mtg G Sorcery SL4] Triumph of the Hordes: Until end of turn, creatures you control get +1/+1 and gain trample and infect. (Creatures with infect deal damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

[Mtg U Sorcery SL4] Tamiyo's Epiphany: Scry 4, then draw two cards.

[Mtg U Instant SL1] Jump: Target creature gains flying until end of turn.

[Mtg W Instant SL4] Join the Ranks: Create two 1/1 white Soldier Ally creature tokens.

Dungeon100720 - Dungeon Level 8

Room # 4

Phyrexia Water Closet/Toilet - 35ft. long x 5ft. wide x 40ft. tall

chest, medium; cushion; twanging; squealing

Enter through a Unusual Material Door on the north wall from a 30ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Yakov of Bleve the irresistible Professor Spider (Psychic); Talana the criminal Wild Menace (Jet Pack)

Rolling Spears Trap; DL 8; Search DC 84 (Attack +80 ranged, 30d30 damage)

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

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

41,979gp

a Donation Pit, 0gp

a wedding gown with pearl accents, +1 AC, 40gp

Indigo Rope [8d6] +65 Th/+9 dmg 12+/x7; 1V: Summon CL*2

Monsters using ML V "Weird" chart (random); CL 51; SL 8, 19944gp

Assault Shield: Equip: Pay 5 Wis and "Equipped creature gets +51 to hit/dmg and +6

AC/saves and 320 hp and has Battle Cry, Super haste, Super haste and Defender.; 64540gp

DL VIII Small Spy Warriors x(90) x[9] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

iAC 1282, HD 12, ihp 1088, CR 90% #Att 16, TH ÷ AC/Save DC by 18, idmg 1544

Str 31, Dex 66, Con 38, Int 61, Wis 58, Chr 46, 15kxp

Shadow, Deathtouch

Mtg Spells:

[Mtg U Sorcery SL5] Brilliant Plan: Draw three cards.

[Mtg U Instant SL2] Second Guess: Counter target spell that's the second spell cast this turn.

[Mtg R Sorcery SL7] Rite of Ruin: Choose an order for artifacts, creatures, and lands. Each player sacrifices one permanent of the first type, sacrifices two of the second type, then sacrifices three of the third type.

[Mtg B Instant SL3] Strangling Soot: Destroy target creature with toughness 3 or less. Flashback {5}{R}

(You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg W Instant SL1] Erase: Exile target enchantment.

[Mtg G Instant SL3] Hunter's Ambush: Prevent all combat damage that would be dealt by nongreen creatures this turn.

[Mtg B Sorcery SL7] Covenant of Blood: Convoke (Your creatures can help cast this spell. Each creature you tap while casting this pays for {1} or one mana of that creature's color.) Covenant of Blood deals 4 damage to any target and you gain 4 life.

[Mtg R Sorcery SL3] Slagstorm: Choose one - Slagstorm deals 3 damage to each creature. - Slagstorm deals 3 damage to each player.

Dungeon100720 - Dungeon Level 8

Room # 5

Ir Training/Exercise/Practice - 15ft. long x 50ft. wide x 5ft. tall

trash (pile); hooks; gong; misted

Enter through a Automatic Door (opens if anyone approaches) on the west wall from a 15ft. long x 10ft. wide x 10ft. tall hallway.

Sample Names: Danel the Blood Sorceror the self-righteous Water Prodigy (Stinger); Assaracus the clueless Terrible Reaper (Min

Air in room transforms into Elemental Rainbow Trap; DL 8; Search DC 82 (60 Con damage/s, no resistance)(multiple targets)

Ceiling 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 Blinded, only creatures immune or bubbled against it can function here.

3,684gp

a double bladed sword, sword, 5d7 (20), 10gp

a beer mat advertising Kronenbourg 166, 0gp

Broad Sword 'Chainsword' (11d5) (-30,+7); +2 to DEX, CHR, Attacks,

Speed; Slay Orc, Troll; Very sharp; See Invisible; Aggravates, 669690gp

Chitinous Armor: Equip: Pay 3 Cml and "Equipped creature gets +15 to hit/dmg and +31

AC/saves and 54 hp and has Exalted, Squirrellink, Renown 4, Dethrone and Nonbasic landwalk.; 64360gp

DL VIII Macro-Diminutive Priest Citizens x(320) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

Stun AC 1292, HD 2064, |hp| 2.8E+5, TR 114% #Att 11, TH ÷ AC/Save DC by 144, idmg 3846

Str 40, Dex 39, Con 44, Int 43, Wis 30, Chr 58, 15kxp

Protection from even collector numbers, Exalted, Outlast, Battle Cry

Mtg Spells:

[Mtg G Sorcery SL2] Explore: You may play an additional land this turn. Draw a card.

[Mtg B,R Instant SL5] Carnival // Carnage: Carnival deals 1 damage

to target creature or planeswalker and 1 damage to that permanent's controller.

[Mtg G Sorcery SL3] Wing Storm: Wing Storm deals damage to each

player equal to twice the number of creatures with flying that player controls.

[Mtg B Sorcery SL4] Ancient Craving: You draw three cards and you lose 3 life.

[Mtg U Instant SL6] Spelljack: Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's
may play it without paying its mana cost for as long as it remains exiled. (If it has X in its mana cost, X is 0.)

[Mtg G Sorcery SL3] Lovestruck Beast // Heart's Desire: Create a 1/1 white Human
creature token. (Then exile this card. You may cast the creature later from exile.)

[Mtg G Sorcery SL4] Reverent Silence: If you control a Forest, rather than pay
this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.

[Mtg U Instant SL2] Quench: Counter target spell unless its controller pays {2}.

Dungeon100720 - Dungeon Level 8

Room # 6

Vatraquaz Gardens - 5ft. long x 15ft. wide x 10ft. tall

bed; rug; humming; foggy near ceiling

Enter through a Locked Door, Out of Phase on the north wall from a 45ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Tverny the crazy Gamma Blade (Stallion); Tadrond the repulsive Monsieur Vandal (Foam)

Camouflaged Jaws Trap; DL 8; Search DC 85 (Attack +56 melee, 40d20 Cml damage)

Pedestal 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 ****Cursed**** (Ancient Foul Cursed)ed, only creatures immune or bubbled against it can fu
59,383gp

a violet scroll, 'armor' 'bless' 'shield' ", 151gp

a straw nest, 0gp

Turquoise Age Cat. 9 Great Wyrms of Power Armor [ATx3] +195

AC/+13 Saves; 1M: CH*5% Psionic Resistance (adj.@12th); CL 48; SL 8; 34540gp

Rian's Large Intestine: +28 to Wis; 1P: Slay a group (no save).; CL 86; SL 8; 64360gp

DL VIII Medium Titan Druids x(463) x[9] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

AC 1287, HD 18, hp 2304, ER 142% #Att 10, TH ÷ AC/Save DC by 144, random stat dmg 2561

Str 45, Dex 40, Con 47, Int 42, Wis 36, Chr 50, 15kxp

Trample, Ingest, Evolve

Mtg Spells:

[Mtg U Instant SL4] Ensnare: You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Tap all creatures.

[Mtg U Sorcery SL6] Interpret the Signs: Scry 3, then reveal the top card of your library. Draw cards equal to that card's converted mana cost. Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.

[Mtg G,R Sorcery SL6] Vengeful Rebirth: Return target card from your graveyard to your hand. If you return a nonland card to your hand this way, Vengeful Rebirth deals damage equal to that card's converted mana cost to any target. Exile Vengeful Rebirth.

[Mtg G Sorcery SL2] Seek the Wilds: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

[Mtg R Sorcery SL1] Renegade Tactics: Target creature can't block this turn. Draw a card.

[Mtg W Instant SL2] Celestial Flare: Target player sacrifices an attacking or blocking creature.

[Mtg U Instant SL4] Part the Veil: Return all creatures you control to their owner's hand.

[Mtg B Instant SL5] Flesh to Dust: Destroy target creature. It can't be regenerated.

Dungeon100720 - Dungeon Level 8

Room # 7

Cabralin Robing Room - 40ft. long x 40ft. wide x 45ft. tall

spatula; bed; stale, fetid smell; groaning

Enter through a Plane Shift Door (other side is on another plane) on the east wall from a 15ft. long x 5ft. wide x 15ft. tall hallway

Sample Names: Aesir the attractive Time Infantry (Stallion); Hadiya the intangible Meteor Viking (Unobtainium)

Air in room transforms into Elemental Bark Trap; DL 8; Search DC 86 (350 Str damage/s, no save)(multiple targets)

Vegetation that (causes/has/or is) Enlarge/reduces

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Year 43,404gp

elemental wand of wind and air, 'gas breath', 1260gp

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

Cup of Amethyst Feces; 1attack: Double-Spocker Bolt-On: Do this Status Effect

to one target (Spell save: 0) ; CL 58; SL 8; 64150gp

Sooty Scroll: +11 Martial Arts Slots; 65010gp

DL VIII Fine Sprite Druids x(411) x[11] x[[[6]]] x[[[5]]]

iAC 1282, HD 17, ihp 132, ER 160% #Att 3, TH ÷ AC/Save DC by 144, dmg 1282

Str 28, Dex 48, Con 23, Int 46, Wis 65, Chr 35, 15kxp

Exploit, Haste, Provoke, Provoke

Mtg Spells:

[Mtg W Instant SL2] Raise the Alarm: Create two 1/1 white Soldier creature tokens.

[Mtg W Instant SL6] Resupply: You gain 6 life. Draw a card.

[Mtg R Instant SL3] Disharmony: Cast this spell only during combat before blockers are declared. Untap target attacking creature and remove it from combat. Gain control of that creature until end of turn.

[Mtg B Sorcery SL5] Infernal Offering: Choose an opponent. You and that player each sacrifice a creature. Each player who sacrifices two cards. Choose an opponent. Return a creature card from your graveyard to the battlefield, then that player returns a creature card.

[Mtg U,W Instant SL4] Ojutai's Command: Choose two - Return target creature card with converted mana cost 2 or less from your graveyard to the battlefield. - You gain 4 life. - Counter target creature spell. - Draw a card.

[Mtg G Sorcery SL6] Nissa's Renewal: Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle your library. You gain 7 life.

[Mtg G Sorcery SL5] Rebuking Ceremony: Put two target artifacts on top of their owners' libraries.

[Mtg R Instant SL5] Lava Storm: Lava Storm deals 2 damage to each attacking creature or Lava Storm deals 2 damage to each blocking creature.

Dungeon100720 - Dungeon Level 8

Room # 8

Phyrexia Sitting Room - 35ft. long x 20ft. wide x 35ft. tall

pews; shelf; foggy; steamy near floor

Enter through a Void Door (cannot see through doorway) on the west wall from a 20ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Marek the philanthropic Battle Syndicate (Water); Nelur the immoral Commander Protector (Cybernetics)

Basic Spears Trap; DL 8; Search DC 88 (Attack +152 melee, 10d30 Wis damage), (multiple targets)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Segment
29,775gp

a thieves dirk, dagger, 2d5 (6), 59gp

a grey key, 0gp

Ivory Cube [4d4] +197 Th/+12 dmg 17+/x5; 1V: Consume 1 larva to Cureall (incl. DPPs); CL 56; SL 8, 43597gp

Rian's Rectus abdominis muscle: +1 to ML; 1/2M: Choose one – Do 40 fire dmg to a creature, or you

and your items are indestructible this segment, or one target does double physical damage this segment ; CL 44; SL 8; 64500gp

DL VIII Large Cavalry Clerics x(383) x[10] x[[[6]]] x[[[5]]] x[[[4]]]

AC 1288, HD 42, stunp 4288, WR 85% #Att 4, TH ÷ AC/Save DC by 18, idmg 517

Str 38, Dex 49, Con 66, Int 30, Wis 52, Chr 49, 15kxp

Protection from watermarks, Trample, Skulk

Mtg Spells:

[Mtg B Instant SL3] Eye to Eye: You and target creature's controller have a staring contest. If you win, destroy that creature.

[Mtg U Instant SL7] Nexus of Fate: Take an extra turn after this one. If Nexus of Fate would be put into a graveyard from anywhere, reveal Nexus of Fate and shuffle it into its owner's library instead.

[Mtg G Sorcery SL2] Nostalgic Dreams: As an additional cost to cast this spell, discard X cards. Return X target cards from your graveyard to your hand. Exile Nostalgic Dreams.

[Mtg W Instant SL2] Urgent Exorcism: Destroy target Spirit or enchantment.

[Mtg B Sorcery SL2] Brain Pry: Choose a nonland card name. Target player reveals their hand. That player discards a card with that name. If they can't, you draw a card.

[Mtg U Instant SL2] Glint: Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[Mtg G Sorcery SL1] Dwell on the Past: Target player shuffles up to four target cards from their graveyard into their library.

[Mtg G Sorcery SL9] Crush of Wurms: Create three 6/6 green Wurm creature tokens. Flashback {9}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Dungeon100720 - Dungeon Level 8

Room # 9

Diraden Well - 45ft. long x 40ft. wide x 50ft. tall

weapon rack; Bridge, Log; twanging; steamy near floor

Enter through a Locked Door, Mechanical on the south wall from a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Abaris the astonishing Time Eyeball (Mathematics); Camara the irritating Beta Machine (Trick)

Assimilate Trap; DL 8; Search DC 88 (Psionicist CL 16, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.
8,076gp

an amber cleaver, exotic, 5d4 (12), 4gp

a pirate's ring, +1 AC, 25gp

Amethyst Amulet [AT+131] +16 AC/+15 Saves; 1Z: Does random effects every round; CL 96; SL 8; 31830gp

Rian's Coccyx bone: +17 to HD; 1M: 1d10 dmg; save or blinded 1d4+4 r; CL 56; SL 8; 64420gp

DL VIII Macro-Fine Cow Soldiers x(49) x[10] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

AC 1282, HD 1034, hp 1.1E+6, TR 82% #Att 8, TH ÷ AC/Save DC by 144, dmg 1026

Str 34, Dex 21, Con 57, Int 63, Wis 55, Chr 26, 15kxp

Vigilance

Mtg Spells:

[Mtg B Sorcery SL5] Fugue: Target player discards three cards.

[Mtg R Sorcery SL3] Desert Sandstorm: Desert Sandstorm deals 1 damage to each creature.

[Mtg R Sorcery SL5] Fiery Intervention: Choose one - Fiery

Intervention deals 5 damage to target creature. - Destroy target artifact.

[Mtg R,U,W Instant SL3] Jeskai Charm: Choose one - Put target creature on top of its owner's library. - Jeskai

Charm deals 4 damage to target opponent or planeswalker. - Creatures you control get +1/+1 and gain lifelink until end of turn.

[Mtg B Instant SL6] Dark Withering: Destroy target nonblack creature. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

[Mtg R Sorcery SL8] Insurrection: Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

[Mtg U Instant SL2] Karn's Touch: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

[Mtg B Sorcery SL5] Liturgy of Blood: Destroy target creature. Add {B}{B}{B}.

Dungeon100720 - Dungeon Level 8

Room # 10

Aranzhur Map Room / Cartography - 5ft. long x 45ft. wide x 40ft. tall

Bridge, Conjured (magical); robes; sobbing; rattling

Enter through a Bronze Door, Normal on the north wall from a 25ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Thummim the fantastic Rocket Hitmen (Folding Chair); Puchan the tone-deaf Animal Nimbus (Chariot)

Air in room transforms into Elemental Psionic / Thought Trap; DL 8; Search DC 87 (1050 Con damage/s, no save)(multiple targets)

Fire that (causes/has/or is) Changes - Alignment

[x2] Ultraplanar beings cannot see, hear, or sense into this room unless they are actually there; Divine Intervention fails
11,370gp

a platinum earring, +1 AC, 344gp

a dark blue sash with a green insignia, +2 AC, 400gp

Orangey Armor Gemlet [AT+180] +11 AC/+82 Saves; 1P: +5*CL% AntiPsiR; CL 46; SL 8; 39755gp

Chrome Horn: +8deadIRV Action(s); 64640gp

DL VIII Fine Splinter Spellshapers x(267) x[11] x[[[6]]] x[[[5]]]

AC 1294, HD 15, hullp 136, IR 142% #Att 7, TH ÷ AC/Save DC by 144, iidmg 514

Str 44, Dex 35, Con 32, Int 37, Wis 66, Chr 55, 15kxp

Frenzy 1, First Strike, Frenzy 1

Mtg Spells:

[Mtg B Sorcery SL2] Collective Brutality: EscalateDiscard a card. (Pay this cost for each mode chosen beyond the first.)Choose one instant or sorcery card from it. That player discards that card. - Target creature gets -2/-2 until end of turn. - Target opponent lo:
[Mtg R Sorcery SL7] Fire Tempest: Fire Tempest deals 6 damage to each creature and each player.

[Mtg R Instant SL1] Electricker: Electricker deals 1 damage to target creature you don't control.Overload {1}{R} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

[Mtg W Sorcery SL5] Planar Outburst: Destroy all nonland creatures.Awaken 4{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W} four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

[Mtg B Instant SL2] Rouse: If you control a Swamp, you may pay 2

life rather than pay this spell's mana cost.Target creature gets +2/+0 until end of turn.

[Mtg U,W Instant SL4] Aethermage's Touch: Reveal the top four cards of your library. You may put a creature card from among them at the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library.

[Mtg G Instant SL3] Band Together: Up to two target creatures you

control each deal damage equal to their power to another target creature.

[Mtg B Instant SL1] Cruel Feeding: Strive This spell costs {2}{B} more to cast for each target beyond the first.Any number of targets each get +1/+0 and gain lifelink until end of turn. (Damage dealt by a creature with lifelink also causes its controller to gain that amount of life.)

Dungeon100720 - Dungeon Level 8

Room # 11

Mirrankkar Fountain/Pool Room - 5ft. long x 5ft. wide x 50ft. tall

arrow slit (wall)/murder hole (ceiling); Bridge, Log; grunting; footsteps (behind)

Enter through a Wood Door, Normal on the west wall from a 40ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Sarevok the invulnerable First Patrol (Electro-); Jaroslav the loony Imperial Harrier (Kryptonite)

Crapulence Aura Trap; DL 8; Search DC 82 (Psionicist CL 16, no resistance)

Door, Secret that (causes/has/or is) Treasure hidden in secret compartment in container

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

4,264gp

a shield with the Roogna insignia, +2 AC, 30gp

KIIS sticker, +2 AC, 150gp

Steely Amulet [AT+111] +13 AC/+12 Saves; 1/3M: Death Master's abilities of ½ level; CL 65; SL 8; 24825gp

Livewire Battlehorns: Equip: Pay 2 Dex and "Equipped creature gets

+4 to hit/dmg and +8 AC/saves and 448 hp".; 64990gp

DL VIII Macro-Fine Constable Riggers x(407) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 1295, HD 1034, hp 1.5E+5, #Att 12, TH ÷ AC/Save DC by 144, idmg 515

Str 61, Dex 28, Con 44, Int 47, Wis 43, Chr 62, 15kxp

Horsemanship, Deathtouch, Haste

Mtg Spells:

[Mtg B Sorcery SL4] Barter in Blood: Each player sacrifices two creatures.

[Mtg B,U Sorcery SL1] Memory Sluice: Target player mills four cards. Conspire (As you cast this spell, you may tap two untapped c
you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

[Mtg R Instant SL3] Mercadia's Downfall: Each attacking creature gets +1/+0

until end of turn for each nonbasic land defending player controls.

[Mtg R Instant SL2] Seismic Shudder: Seismic Shudder deals 1 damage to each creature without flying.

[Mtg W Sorcery SL2] Cleansing Ray: Choose one - Destroy target Vampire. - Destroy target enchantment.

[Mtg R,U,W Sorcery SL7] Inspired Ultimatum: Target player gains 5 life, Inspired

Ultimatum deals 5 damage to any target, then you draw five cards.

[Mtg G,R,W Sorcery SL7] Titanic Ultimatum: Until end of turn, creatures

you control get +5/+5 and gain first strike, trample, and lifelink.

[Mtg B Sorcery SL4] Mental Agony: Target player discards two cards and loses 2 life.

Dungeon100720 - Dungeon Level 8

Room # 12

Ikorla Nest (animal) - 25ft. long x 35ft. wide x 25ft. tall

candelabra; brazier(s); footsteps (approaching); footsteps (approaching)

Enter through a Water Lock Door (holds back a lot of water) on the south wall from a 35ft. long x 25ft. wide x 15ft. tall hallway.

Sample Names: Derathar the unlucky Dream Midget (Elephant); Arzail the despicable Detective Justice (Ether)

Destroy Evil Spirit Trap; DL 8; Search DC 81 (Psionicist CL 16, DC 88 Breath Weapon save for 1/10)

Pillar or Column that (causes/has/or is) magically reinforced

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

61,665gp

a Shaggy Vest of the Stinky Troll, +3 AC, 0gp

Duergar Leggings, +1 AC, 765gp

Pearly Helm [AT+267] +225 AC/+64 Saves; 1/2M: Immune to spell level 0 to SL-1 magic; CL 51; SL 8; 75735gp

Pennon Mantle: Equip: Pay 9 Luck and "Equipped creature gets +3 to hit/dmg and +19 AC/saves and 200 hp"; 64860gp

DL VIII Macro-Fine Ouphe Mongers x(78) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

AC 1291, HD 1032, hulla 1.3E+5, WR 960% #Att 2, TH ÷ AC/Save DC by 144, idmg 6403

Str 54, Dex 22, Con 30, Int 21, Wis 51, Chr 45, 15kxp

Skulk, Wither, Flying

Mtg Spells:

[Mtg B,R,U Instant SL3] Crosis's Charm: Choose one - Return target permanent to its owner's hand. - Destroy target nonblack creature. It can't be regenerated. - Destroy target artifact.

[Mtg G Instant SL2] Display of Dominance: Choose one - Destroy target blue or black noncreature permanent.

- Permanents you control can't be the targets of blue or black spells your opponents control this turn.

[Mtg C Instant SL3] Abstruse Interference: Devoid (This card has no color.)Counter target spell unless its controller pays {1}.

You create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this creature: Add {C}." ({C} represents colorless mana.)

[Mtg U Instant SL3] Command of Unsummoning: Cast this spell only during the declare attackers step and only if you've been attacked this step.Return one or two target attacking creatures to their owner's hand.

[Mtg U Instant SL1] Thoughtlace: Target spell or permanent

becomes blue. (Mana symbols on that permanent remain unchanged.)

[Mtg B Sorcery SL3] Funeral Rites: You draw two cards, lose 2 life, then mill two cards.

[Mtg B Instant SL4] Launch Party: As an additional cost to cast

this spell, sacrifice a creature.Destroy target creature. Its controller loses 2 life.

[Mtg W Instant SL1] Enshrouding Mist: Target creature gets +1/+1 until end of turn. Prevent all damage that would be dealt to it this turn. If it's renowned, untap it.

Dungeon100720 - Dungeon Level 9

Room # 1

Mirrankkar Temple - 45ft. long x 30ft. wide x 15ft. tall

iron maiden; font; scream(ing); creaking

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

Sample Names: Govannon Aartsson the heroic Hour Alliance (Plasma); Eloann the malevolent Gaseous Claw (Torpedos)

Inhaled Holy {incl. Eldritch / Unholy} Trap; DL 9; Search DC 93 (50 Int damage, no save)

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

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

58,741gp

a carton of chocolate milk, 4gp

a pile of boxes, 0gp

Brilliant Cloak [AT+179] ++10 AC/+13 Saves; 1M: Grant PR equal to 12 + level.; CL 81; SL 9; 46565gp

Rian's Mandible bone: +28 to Chr; 1/2P: 1bM: Damage that would put you below

1 hp this segment puts you at 1 hp ; CL 72; SL 9; 82020gp

DL IX Medium Ancestor Survivors x(70) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 1632, HD 28, |hp| 2848, IR 176% #Att 5, TH ÷ AC/Save DC by 180, random stat dmg 8105

Str 72, Dex 67, Con 49, Int 39, Wis 42, Chr 27, 24kxp

Vigilance, Melee 6, Battle Cry

Mtg Spells:

[Mtg U Instant SL2] Revolutionary Rebuff: Counter target nonartifact spell unless its controller pays {2}.

[Mtg B,U Instant SL4] Clutch of the Undercity: Return target permanent to its owner's hand. Its controller loses 3 life. Transmute { for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Transmu

[Mtg R Instant SL2] Run Amok: Target attacking creature gets +3/+3 and gains trample until end of turn.

[Mtg G Sorcery SL5] Natural Spring: Target player gains 8 life.

[Mtg W Instant SL1] Stave Off: Target creature gains protection from the color of your choice until end of turn.

[Mtg W Instant SL3] Rally the Peasants: Creatures you control get +2/+0 until end of turn. Flashback

{2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg R Instant SL1] Pyroblast: Choose one - Counter target

spell if it's blue. - Destroy target permanent if it's blue.

[Mtg U Instant SL4] Imaginary Threats: Creatures target opponent controls attack this turn if able. During that player's next untap step, creatures they control don't untap. Cycling {2} ({2}, Discard this card: Draw a card.)

[Mtg B,W Sorcery SL3] Immortal Servitude: Return each creature card

with converted mana cost X from your graveyard to the battlefield.

Dungeon100720 - Dungeon Level 9

Room # 2

Alkabah Class - 5ft. long x 15ft. wide x 45ft. tall

spatula; Floors of Air; steamy near ceiling; bellow (ing)

Enter through a Mobile Door (door moves around in dungeon) on the south wall from a 45ft. long x 20ft. wide x 5ft. tall hallway.

Sample Names: Syranita the wondrous Millennium Conqueror (Rapier); Ganderfal the violent Colossal Dog (-mobile)

Basic Spears Trap; DL 9; Search DC 95 (Attack +171 ranged, 50d10 idamage)

Monster that (causes/has/or is) Asks

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Week
56,694gp

a rusty dagger, dagger, 1d5 (3), 17gp

the Sceptre of Swordancers, +2 AC, 100gp

Multi-prismatic Crossbow, light [7d6] +324 Th/x3 dmg 13+/x9; 1M: Sleep Bolt; CL 98; SL 9, 72467gp

Rian's Abdominal external oblique muscle: +27 to Chr; 1/3attack: Target gets +LVL/+LVL TH/dmg
for each other of same race in room ; CL 66; SL 9; 82000gp

DL IX Medium Legend Knights x(195) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

Stun AC 1622, HD 22, ihp 2624, BlahR 109% #Att 9, TH ÷ AC/Save DC by 180, idmg 1300

Str 34, Dex 30, Con 44, Int 72, Wis 21, Chr 32, 24kxp

Renown 8, Flanking

Mtg Spells:

[Mtg R Instant SL1] Heat Ray: Heat Ray deals X damage to target creature.

[Mtg R Sorcery SL2] Yamabushi's Storm: Yamabushi's Storm deals 1 damage to each creature.

If a creature dealt damage this way would die this turn, exile it instead.

[Mtg U Instant SL2] Frantic Inventory: Draw a card, then draw cards

equal to the number of cards named Frantic Inventory in your graveyard.

[Mtg G Sorcery SL2] Bond of Flourishing: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You gain 3 life.

[Mtg U Instant SL2] Spell Rupture: Counter target spell unless its controller pays {X}, where X is the greatest power among creatures you control.

[Mtg B Instant SL3] Renegade's Getaway: Target permanent gains indestructible until end of turn. Create a 1/1 colorless Servo artifact token. (Effects that say "destroy" don't destroy a permanent with indestructible, and if it's a creature, it can't be destroyed by damage.)

[Mtg R Sorcery SL6] Box of Free-Range Goblins: Roll a six-sided die.

Create a number of 1/1 red Goblin creature tokens equal to the result.

[Mtg U Sorcery SL6] Echo of Eons: Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg G Instant SL2] Gift of Strength: Target creature gets +3/+3 and gains reach until end of turn.

Dungeon100720 - Dungeon Level 9

Room # 3

Kaladesh Water Closet/Toilet - 5ft. long x 35ft. wide x 50ft. tall

carpet; skin; wind, strong, gusting; clashing

Enter through a Tricked Door on the north wall from a 25ft. long x 5ft. wide x 20ft. tall hallway.

Sample Names: Ibrahim Samir the acrobatic Living Super-Villain (Mutagen); Tabar the acrid Quin- Wing (Crossbow)

Poisoned Arrows Trap; DL 9; Search DC 95 (Attack +126 ranged, 20d10 Str damage)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Week
78,959gp

a blond wig, +3 AC, 610gp

a green and black uniform, +3 AC, 9gp

Mistletoe Leaf of +N hp (per hp), 4720gp

Rian's Blood: +6 to Dex; 1/3P: Target flies at 12" (C). ; CL 63; SL 9; 81530gp

DL IX Huge Cheetah Artificers x(243) x[12] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

Stun AC 1629, HD 82, ihp 11136, ER 115% #Att 15, TH ÷ AC/Save DC by 180, dmg 4867

Str 30, Dex 56, Con 34, Int 73, Wis 53, Chr 39, 24kxp

Flanking, Protection from green

Mtg Spells:

[Mtg U Instant SL1] Mental Misstep: ({U/P} can be paid with either {U} or 2 life.)Counter target spell with converted mana cost 1.

[Mtg B,W Sorcery SL4] Debt to the Deathless: Each opponent loses two times X life. You gain life equal to the life lost this way.

[Mtg U,W Instant SL4] Sphinx's Insight: Draw two cards.Addendum If you cast this spell during your main phase, you gain 2 life.

[Mtg U Instant SL4] Wheel and Deal: Any number of target opponents each discard their hands, then draw seven cards.Draw a card.

[Mtg B Instant SL1] Culling the Weak: As an additional cost to cast this spell, sacrifice a creature.Add {B}{B}{B}{B}.

[Mtg C Instant SL4] Consuming Sinkhole: Devoid (This card has no color.)Choose one - Exile target land creature. - Consuming Sinkhole deals 4 damage to target player or planeswalker.

[Mtg U Sorcery SL2] Strategic Planning: Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

[Mtg U,G Instant SL4] Incubation // Incongruity: Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token.

[Mtg G Sorcery SL6] Seasons Past: Return any number of cards with different converted mana costs from your graveyard to your hand. Put Seasons Past on the bottom of its owner's library.

Dungeon100720 - Dungeon Level 9

Room # 4

Phyrexia Workroom - 50ft. long x 25ft. wide x 50ft. tall

sconce, wall; wall basin and font; steamy near ceiling; coughing

Enter through a Locked Door, Magic/Psi on the north wall from a 10ft. long x 15ft. wide x 25ft. tall hallway.

Sample Names: Tian the majestic Gamma Jack (Foam); Salmissra the courageous Wonder Crew (Ship)

Vent transforms into Elemental Crapulence Trap; DL 9; Search DC 99 (150 Int damage/s, no save)

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

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

64,724gp

a gold stone, +1 AC, 500gp

a gold engagement band, 50gp

Flask of Rose Mucus; 1M: Triple-shocker Balls: Do this Status Effect

to one group (Spell save: 0) ; CL 60; SL 9; 81920gp

Vulshok of the Worthy: Equip: Pay 79 PSP(s) and "Equipped creature

gets +64 to hit/dmg and +10 AC/saves and 96 hp".; 81230gp

DL IX Large Lhurgoyf Mystics x(178) x[10] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

Stun AC 1628, HD 378, |hp| 5376, MR 155% #Att 7, TH ÷ AC/Save DC by 180, iidmg 16205

Str 41, Dex 68, Con 60, Int 38, Wis 60, Chr 64, 24kxp

Protection from die rolls, Annihilator 1, Evolve, First Strike, Super haste

Mtg Spells:

[Mtg W Sorcery SL2] Flicker: Exile target nontoken permanent,

then return it to the battlefield under its owner's control.

[Mtg B Instant SL3] Rend Spirit: Destroy target Spirit.

[Mtg G Instant SL4] Momentous Fall: As an additional cost to cast this spell, sacrifice a

creature. You draw cards equal to the sacrificed creature's power, then you gain life equal to its toughness.

[Mtg R Instant SL1] Fall of the Titans: Surge {X}{R} (You may cast this spell for its surge cost if you

or a teammate has cast another spell this turn.) Fall of the Titans deals X damage to each of up to two targets.

[Mtg B,R Sorcery SL6] Grave Upheaval: Put target creature card from a graveyard onto the battlefield under your control. It gains haste

{2} {2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.)

[Mtg W Sorcery SL2] Open the Armory: Search your library for an Aura or

Equipment card, reveal it, and put it into your hand. Then shuffle your library.

[Mtg R Instant SL1] Firestorm: As an additional cost to cast this

spell, discard X cards. Firestorm deals X damage to each of X targets.

[Mtg G Sorcery SL3] Nature's Cloak: Green creatures you control gain forestwalk until end

of turn. (They can't be blocked as long as defending player controls a Forest.)

[Mtg U Instant SL3] Stoic Rebuttal: Metalcraft This spell costs {1}

less to cast if you control three or more artifacts. Counter target spell.

Dungeon100720 - Dungeon Level 9

Room # 5

Wildfire Warrior's Chamber/Lab - 45ft. long x 20ft. wide x 10ft. tall

wood billets (shelf beds); fountain; thud; still, very chill

Enter through a Loop Door (goes to another timeline) on the east wall from a 40ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Thorfinn the Fish the kewl Cobalt Super-Heroe (Biotechnology); Aowyr the vicious Cyber- Victory (Bubble)

Rolling Javelins Trap; DL 9; Search DC 91 (Attack +72 melee, 80d50 idamage)

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

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

68,734gp

a closet, 0gp

platinum sleeves, +1 AC, 630gp

Golden Girdle [AT+234] +82 AC/+197 Saves; 1Z: One spell that you know has it's effect

multiplied by 2, or costs only $1/(2*2-1)$ of a spell slot; CL 58; SL 9; 70865gp

Kusari- Axe: Equip: Pay 9 SL(s) and "Equipped creature gets +61 to hit/dmg and +37 AC/saves and 36 hp".; 81560gp

DL IX Medium Ranger Pilots x(215) x[11] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

||AC|| 1632, HD 20, stunp 2688, CR 106% #Att 17, TH ÷ AC/Save DC by 180, dmg 1945

Str 42, Dex 59, Con 25, Int 48, Wis 25, Chr 63, 24kxp

Shadow, Renown 1

Mtg Spells:

[Mtg B Sorcery SL4] Kaervek's Hex: Kaervek's Hex deals 1 damage to

each nonblack creature and an additional 1 damage to each green creature.

[Mtg B Sorcery SL4] Ambition's Cost: You draw three cards and you lose 3 life.

[Mtg U Sorcery SL4] Sift: Draw three cards, then discard a card.

[Mtg R Sorcery SL3] Stone Rain: Destroy target land.

[Mtg U Sorcery SL1] Serum Visions: Draw a card. Scry 2.

[Mtg R Sorcery SL5] Lightning Surge: Lightning Surge deals 4 damage to any target. Threshold If seven or more cards are in your g

6 damage to that permanent or player and the damage can't be prevented. Flashback {5}{R}{R} (You may cast this card from your

[Mtg G Instant SL1] Groundswell: Target creature gets +2/+2 until end of turn. Landfall If you had a

land enter the battlefield under your control this turn, that creature gets +4/+4 until end of turn instead.

[Mtg R,W Instant SL3] Fire at Will: Fire at Will deals 3 damage

divided as you choose among one, two, or three target attacking or blocking creatures.

[Mtg U Sorcery SL5] Pore Over the Pages: Draw three cards, untap up to two lands, then discard a card.

Dungeon100720 - Dungeon Level 9

Room # 6

Eldraine Laboratory - 40ft. long x 15ft. wide x 35ft. tall

Chimney; wood billets (shelf beds); music; hissing

Enter through a Secret Door on the east wall from a 50ft. long x 10ft. wide x 20ft. tall hallway.

Sample Names: Kirith the psychotic Mind Corona (Energy); Attor the Stonemason the holy Imperial Squirrel (Griffon)

Built-to-Collapse Brick Trap; DL 9; Search DC 99 (800 idamage, no resistance)

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

[x2] Mortals cannot smell, taste, or sense into this room unless they are actually there; Divine Intervention fails
42,300gp

a glass of red wine, 2gp

a gleaming white cross, +3 AC, 150gp

Purplish Greatsword [6d8] +169 Th/+8 dmg 10+/x9; 1M: 3*CH' radius: Unc. CH m (save); CL 88; SL 9, 44237gp

Accorder's Dagger: Equip: Pay 8 Con and "Equipped creature gets +26 to hit/dmg and
+25 AC/saves and 81 hp and has Annihilator 4, Vigilance, Double Strike and Flanking.; 81770gp

DL IX Colossal Moonfolk Pilots x(191) x[11] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

||AC|| 1631, HD 306, ihp 4.4E+4, IR 1476% #Att 2, TH ÷ AC/Save DC by 180, random stat dmg 1298

Str 36, Dex 42, Con 48, Int 41, Wis 43, Chr 44, 24kxp

Protection from die rolls, Skulk

Mtg Spells:

[Mtg B Instant SL3] Afflict: Target creature gets -1/-1 until end of turn. Draw a card.

[Mtg G Sorcery SL1] Piper's Melody: Shuffle any number
of target creature cards from your graveyard into your library.

[Mtg G Sorcery SL3] Wing Snare: Destroy target creature with flying.

[Mtg B Sorcery SL4] Empty the Catacombs: Each player returns all creature cards from their graveyard to their hand.

[Mtg W Instant SL1] Reinforcements: Put up to three target
creature cards from your graveyard on top of your library.

[Mtg U Instant SL3] Release to the Wind: Exile target nonland permanent. For as long
as that card remains exiled, its owner may cast it without paying its mana cost.

[Mtg G Sorcery SL2] Monstrous Growth: Target creature gets +4/+4 until end of turn.

[Mtg W Instant SL1] Outflank: Outflank deals damage to target attacking
or blocking creature equal to the number of creatures you control.

[Mtg B Instant SL5] Cruel Revival: Destroy target non-Zombie creature. It can't be
regenerated. Return up to one target Zombie card from your graveyard to your hand.

Dungeon100720 - Dungeon Level 9

Room # 7

Kylem Corridor - 35ft. long x 40ft. wide x 10ft. tall

Walls of Ice; Walls of Flesh; smoky smell; whining

Enter through a Mobile Door (door moves around in dungeon) on the north wall from a 15ft. long x 25ft. wide x 15ft. tall hallway

Sample Names: Elesea the congenial Composite Sentinel (Unicycle); Athelstan Cedarleaf the smelly Sky Quasar (Hammer)

Air in room transforms into Elemental Thunder Trap; DL 9; Search DC 96 (120 Int damage/s, no resistance)(multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
56,619gp

quest Prize, 0gp

a beautiful large marble fountain., 0gp

Topaz Staff [8d4] +18 Th/+11 dmg 19+/x7; 1M: Subject cannot move or take any mental actions.; CL 66; SL 9, 14944gp

Rian's Tibia bone: +21 to Chr; 1M: Summon a DL VII Human Warrior,
he is not sick, and can Part/Lower Water. ; CL 60; SL 9; 81390gp

DL IX Large Hydra Citizens x(85) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

AC 1632, HD 38, |hp| 5248, ER 172% #Att 7, TH ÷ AC/Save DC by 180, iidmg 3241

Str 54, Dex 65, Con 52, Int 58, Wis 59, Chr 54, 24kxp

Annihilator 2, Exploit, Intimidate

Mtg Spells:

[Mtg R Instant SL1] Chandra's Defeat: Chandra's Defeat deals 5 damage to target red creature or red planeswalker.

If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.

[Mtg U Sorcery SL5] Petals of Insight: Look at the top three cards of your library. You may put those cards on the bottom of your library in any order. If you do, return Petals of Insight to its owner's hand. Otherwise, draw three cards.

[Mtg R Instant SL3] Yamabushi's Flame: Yamabushi's Flame deals 3 damage to any target.

If a creature dealt damage this way would die this turn, exile it instead.

[Mtg G,W Instant SL3] Pledge of Unity: Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.

[Mtg G Sorcery SL4] Nature's Resurgence: Each player draws a card for each creature card in their graveyard.

[Mtg B Instant SL2] Shriek of Dread: Target creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.)

[Mtg B Sorcery SL7] Necromantic Selection: Destroy all creatures, then return a creature card put into a graveyard this way to the battlefield under your control. It's a black Zombie in addition to its other colors and types. Exile Necromantic Selection.

[Mtg R Sorcery SL4] Earth Rift: Destroy target land.Flashback {5}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg W Instant SL1] Silence: Your opponents can't cast spells this turn. (Spells cast before this resolves are unaffected.)

Dungeon100720 - Dungeon Level 9

Room # 8

Mongseng Privy/Secret - 50ft. long x 35ft. wide x 10ft. tall

magic circle; staff, normal; "Bleah!" (off in the distance); manure smell

Enter through a Unusual Material Door on the north wall from a 45ft. long x 20ft. wide x 10ft. tall hallway.

Sample Names: Redwick the mighty Meteor Devil (Balloon); Ramila the bizarre Lion Work (Bombs)

Whirling Arrows Trap; DL 9; Search DC 95 (Attack +180 melee, 70d4 idamage)

Well that (causes/has/or is) Releases - Coins

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

38,093gp

orange peels, 0gp

a fine chain belt, +2 AC, 410gp

Aquamarine Talisman [AT+205] +14 AC/+143 Saves; 1M: Abilites for warnings, advice, prophecy

(undefined until a Warden class is written); CL 78; SL 9; 54250gp

Multi-colored Shirt: +5 level(s) of exceptional Dex; 81260gp

DL IX Titanic Dauthi Mystics x(437) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 1627, HD 586, stunp 90112, #Att 17, TH ÷ AC/Save DC by 180, random stat dmg 325

Str 21, Dex 72, Con 21, Int 45, Wis 55, Chr 70, 24kxp

Exalted, Prowess, Reach, Mentor

Mtg Spells:

[Mtg B Sorcery SL2] Skulltap: As an additional cost to cast this spell, sacrifice a creature. Draw two cards.

[Mtg B Instant SL3] Merciless Resolve: As an additional cost

to cast this spell, sacrifice a creature or land. Draw two cards.

[Mtg W Sorcery SL1] False Peace: Target player skips all combat phases of their next turn.

[Mtg B Instant SL2] Victim of Night: Destroy target non-Vampire, non-Werewolf, non-Zombie creature.

[Mtg G Sorcery SL1] False Mourning: Put target card from your graveyard on top of your library.

[Mtg U Instant SL3] Crippling Chill: Tap target creature. It

doesn't untap during its controller's next untap step. Draw a card.

[Mtg R Sorcery SL4] Mark for Death: Target creature an opponent controls blocks this

turn if able. Untap that creature. Other creatures that player controls can't block this turn.

[Mtg U Instant SL1] Downsize: Target creature you don't control gets -4/-0 until end of turn. Overload {2}{U} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

[Mtg U Sorcery SL2] Research the Deep: Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's library. The owner reveals the top card of their library, then puts that card on the top or bottom. A player wins if their card had a higher converted mana cost.

Dungeon100720 - Dungeon Level 9

Room # 9

Seven planes of Parnash Waiting Room - 30ft. long x 15ft. wide x 40ft. tall

stuffed beast; pan; clear; urine smell

Enter through a Bone Door (shrieks loudly if opened) on the north wall from a 40ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Cenis the self-righteous Iron Work (Discs); Kenway the fraudulent Wild Ant (Rickshaw)

Sonic Generation Trap; DL 9; Search DC 91 (Psionicist CL 18, no save)

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

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Day
49,505gp

a potion of divine protection, 'blindness' 'plague' 'teleport' ", 300gp

Don Carlo's claw, exotic, 10d16 (85), 110gp

Drum of Blue Earwax;; 1P: Rusty Venture Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 98; SL 9; 81630gp

Garnet Cinder block: +2bbJQ∞D Action(s); 81230gp

DL IX Tiny Cow Ninjas x(174) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

iAC 1625, HD 17, hullp 664, PR 172% #Att 4, TH ÷ AC/Save DC by 180, idmg 1945

Str 31, Dex 42, Con 29, Int 65, Wis 38, Chr 37, 24kxp

Deathtouch, Fear, Bushido 6

Mtg Spells:

[Mtg W Instant SL1] Cloudshift: Exile target creature you control, then return that card to the battlefield under your control.

[Mtg U Instant SL3] Deny Existence: Counter target creature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

[Mtg G,W Instant SL2] Seeds of Strength: Target creature gets +1/+1 until end of turn.Target creature gets +1/+1 until end of turn.Target creature gets +1/+1 until end of turn.

[Mtg W Instant SL4] Chastise: Destroy target attacking creature. You gain life equal to its power.

[Mtg U Instant SL1] Thought Scour: Target player mills two cards.Draw a card.

[Mtg B Instant SL4] Empty the Pits: Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)Create X tapped 2/2 black Zombie creature tokens.

[Mtg R Sorcery SL1] Pillar of Flame: Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead.

[Mtg R Instant SL4] Bolt Bend: This spell costs {3} less to cast if you control a creature with power 4 or greater.Change the target of target spell or ability with a single target.

[Mtg G,W Instant SL5] Sylvan Reclamation: Exile up to two target artifacts and/or enchantments.Basic landcycling {2} ({2}, Discard card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.)

Dungeon100720 - Dungeon Level 9

Room # 10

Kaladesh Strongroom/Vault - 40ft. long x 50ft. wide x 15ft. tall

wire; ladder; poor oxygen; breeze, gusting

Enter through a Trapped Door, Out of Phase on the west wall from a 5ft. long x 5ft. wide x 5ft. tall hallway.

Sample Names: Mirelidia the spellbinding Freedom Pirate (Rhino); Yonago the odious Time Cat (Rocket)

Ingested Anti-Godly Trap; DL 9; Search DC 99 (360 Str damage, no resistance)

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

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

13,118gp

Flowing Robe, +2 AC, 500gp

a bright gold circlet, 68gp

Brilliant Necklace [AT+26] +11 AC/x5 Saves; 1M: Can be any Normal/Para/Quasi Eele; CL 81; SL 9; 28980gp

Spellsail: Equip: Pay 401 hp(s) and "Equipped creature gets +55 to

hit/dmg and +25 AC/saves and 10 hp and has Mentor.; 81320gp

DL IX Macro-Diminutive Clone Nobles x(238) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

||AC|| 1631, HD 2306, ihp 3.6E+5, TR 122% #Att 10, TH ÷ AC/Save DC by 180, dmg 328

Str 57, Dex 32, Con 23, Int 44, Wis 41, Chr 44, 24kxp

Provoke, Wither, Dethrone

Mtg Spells:

[Mtg U Instant SL2] Hoodwink: Return target artifact, enchantment, or land to its owner's hand.

[Mtg W Instant SL1] Harm's Way: The next 2 damage that a source of your choice would deal to you and/or permanents you control this turn is dealt to any target instead.

[Mtg B,R Instant SL3] Auger Spree: Target creature gets +4/-4 until end of turn.

[Mtg W Instant SL5] Brace for Impact: Prevent all damage that would be dealt to target multicolored creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

[Mtg B Sorcery SL5] Brainspoil: Destroy target creature that isn't enchanted. It can't be regenerated. Transmute {1}{B}{B} ({1}{B}{E} with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Transmute only as

[Mtg B Sorcery SL6] Twilight's Call: You may cast Twilight's Call as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) Each player returns all creature cards from their graveyard to the battlefield.

[Mtg R Instant SL4] Sulfurous Blast: Sulfurous Blast deals 2 damage to each creature and each player. If you cast this spell during your main phase, Sulfurous Blast deals 3 damage to each creature and each player instead.

[Mtg U Instant SL2] Alter Reality: Change the text of target spell or permanent by replacing all instances of one color word with another. (This effect lasts indefinitely.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Th

[Mtg R Sorcery SL4] Shatterstorm: Destroy all artifacts. They can't be regenerated.

Dungeon100720 - Dungeon Level 9

Room # 11

Theros Empty (completely clean) - 40ft. long x 50ft. wide x 30ft. tall

evil symbol; pews; chlorine smell; smoky smell

Enter through a Ice Door (transparent) on the south wall from a 30ft. long x 15ft. wide x 15ft. tall hallway.

Sample Names: Sanidine the friendly, neighborhood Green Ant (Llama); Soma the bombastic Fly Surfer (BBs)

Injected Fungus/Seaweed Trap; DL 9; Search DC 98 (2000 idamage, DC 99 PP save for half)

Dome that (causes/has/or is) rotating wall

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
66,973gp

Ring of the WildSide, +2 AC, 2000gp

an artist's smock, 0gp

Tiger Cloak of Chakyik (+3 Str), 131740gp

Hedron Throne of Tarkir: Equip: Pay 4 Con and "Equipped creature gets +16 to hit/dmg and +10 AC/saves and 7 hp"; 82020gp

DL IX Gargantuan Dauthi Peasants x(461) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

|AC| 1631, HD 150, hullp 22528, CR 183% #Att 4, TH ÷ AC/Save DC by 180, iidmg 1304

Str 53, Dex 44, Con 67, Int 65, Wis 31, Chr 37, 24kxp

Wither, Last Strike, First Strike

Mtg Spells:

[Mtg B Sorcery SL6] Liliana's Influence: Put a -1/-1 counter on each creature you don't control. You may search your library and/c
for a card named Liliana, Death Wielder, reveal it, and put it into your hand. If you search your library this way, shuffle it.

[Mtg U Sorcery SL2] Mana Severance: Search your library for any
number of land cards and exile them. Then shuffle your library.

[Mtg B Sorcery SL5] Yawgmoth's Vile Offering: (You may cast a legendary sorcery only if you control a legendary creature or plane
target creature or planeswalker card from a graveyard onto the battlefield under your control. Destroy up to one target creature

[Mtg U Sorcery SL5] Switcheroo: Exchange control of two target creatures.

[Mtg W Instant SL1] Qilin's Blessing: Target creature gets +2/+2 until end of turn.

[Mtg B Sorcery SL5] Tempt with Immortality: Tempting offer Return a creature card from your graveyard to the battlefield. Each
a creature card from their graveyard to the battlefield. For each opponent who does, return a creature card from your graveyard

[Mtg G Sorcery SL6] Biogenic Upgrade: Distribute three +1/+1 counters among one, two, or
three target creatures, then double the number of +1/+1 counters on each of those creatures.

[Mtg B Instant SL1] Gang Up: Assist (Another player can pay up to {X} of
this spell's cost. You choose the value of X.) Destroy target creature with power X or less.

[Mtg B,R Instant SL3] Auger Spree: Target creature gets +4/-4 until end of turn.

Dungeon100720 - Dungeon Level 9

Room # 12

Belenon Strongroom/Vault - 45ft. long x 40ft. wide x 15ft. tall

alembic (alchemical still); herbs; poor oxygen; grating

Enter through a Undead Door (has a trapped spirit/ghost) on the west wall from a 30ft. long x 5ft. wide x 15ft. tall hallway.

Sample Names: Nishta the amphibious Comet Freak (Helicopter); Lulthiss the scowling Vibro Quasar (Magno-)

Chute transforms into Elemental Water Trap; DL 9; Search DC 91 (900 Dex damage/s, DC 98 RSW save for 1/3)

Room (Floor) that (causes/has/or is) Mirage Arcana of a powerful monster (not actually there)

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Round
25,592gp

An Evil Aura of Power, +2 AC, 120gp

a buffalo water skin, 3gp

Double School Robe, 104490gp

Rian's Sinuses: +32 to Con; 1M: Dispels Charm on a group, or
on all of your Henchmen at once. ; CL 81; SL 9; 81330gp

DL IX Colossal Strider Mongers x(482) x[12] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]]

Stun AC 1636, HD 302, stunp 41984, IR 135% #Att 18, TH ÷ AC/Save DC by 180, random stat dmg 657

Str 59, Dex 35, Con 59, Int 51, Wis 30, Chr 40, 24kxp

Vigilance, Flanking, Last Strike

Mtg Spells:

[Mtg R Sorcery SL6] Rain of Salt: Destroy two target lands.

[Mtg U Sorcery SL4] Acid Rain: Destroy all Forests.

[Mtg R Sorcery SL5] Lava Axe: Lava Axe deals 5 damage to target player or planeswalker.

[Mtg R Instant SL3] Demoralize: All creatures gain menace until end of turn. (They can't be blocked except by two or more creatures.)Threshold If seven or more cards are in your graveyard, creatures can't block this turn.

[Mtg G Instant SL1] Ranger's Guile: Target creature you control gets +1/+1 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[Mtg R Instant SL2] Starstorm: Starstorm deals X damage to each creature.Cycling {3} ({3}, Discard this card: Draw a card.)

[Mtg G Instant SL1] Mirran Mettle: Target creature gets +2/+2 until end of turn.Metalcraft That creature gets +4/+4 until end of turn instead if you control three or more artifacts.

[Mtg G Instant SL3] Thornado: Destroy target creature with flying.Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)

[Mtg R Instant SL2] Fork: Copy target instant or sorcery spell, except that the copy is red. You may choose new targets for the copy.

Dungeon100720 - Dungeon Level 10

Room # 1

Vatraquaz Refectory (Monestary Dining Room) - 5ft. long x 35ft. wide x 35ft. tall

sack; table, trestle; scuttling; scratching/scrabbling

Enter through a Flesh Door on the north wall from a 45ft. long x 20ft. wide x 20ft. tall hallway.

Sample Names: Thendrik the unkind Power Samurai (Plasma); Aldeni the avaricious Scarab Surfer (Snowshoes)

Scything Balls Trap; DL 10; Search DC 103 (Attack +110 melee, 80d4 idamage)

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

[x2] Ultraplanar beings cannot smell, feel, or sense into this room unless they are actually there; Divine Intervention fails
3,751gp

a huge mug of beer, 100gp

the silver boots of the Titans, +2 AC, 691gp

Syringe of Ivory Vomit;; 1M: Famished/Starved(sick) Beam: Do this Status

Effect to one target (no save) ; CL 83; SL 10; 100430gp

Avarice Armor: Equip: Pay 11 Dex and "Equipped creature gets

+37 to hit/dmg and +57 AC/saves and 200 hp".; 100880gp

DL X Macro-Tiny Stangg-Twin Clerics x(102) x[6] x[[5]] x[[[4]]] x[[[[3]]]] x[[[[[3]]]]]

|AC| 2017, HD 51240, |hp| 8.9E+6, RR 115% #Att 5, TH ÷ AC/Save DC by 220, iidmg 20003

Str 24, Dex 42, Con 72, Int 61, Wis 25, Chr 77, 40kxp

Triple Strike, Protection from loose lips, Protection from wordy

Mtg Spells:

[Mtg G Sorcery SL7] Wave of Vitriol: Each player sacrifices all artifacts, enchantments, and nonbasic lands they control. For each may search their library for a basic land card and put it onto the battlefield tapped. Then each player who searched their library i

[Mtg U Instant SL2] Dance of the Skywise: Until end of turn, target creature you control

becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying.

[Mtg G Instant SL1] Gather Courage: Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)Target creature gets +2/+2 until end of turn.

[Mtg W Sorcery SL5] Urza's Ruinous Blast: (You may cast a legendary sorcery only

if you control a legendary creature or planeswalker.)Exile all nonland permanents that aren't legendary.

[Mtg B Instant SL1] Funeral Charm: Choose one - Target player discards a card. - Target creature gets +2/-1 until end of turn. - Target creature gains swampwalk until end of turn. (It can't be blocked as long as defending player controls a Swamp.)

[Mtg R Sorcery SL6] Toil // Trouble: Trouble deals damage to target player equal to the number of cards in that player's hand.Fuse (You may cast one or both halves of this card from your hand.)

[Mtg R Instant SL2] Breath of Fire: Breath of Fire deals 2 damage to target creature.

[Mtg B,R Sorcery SL8] Breaking // Entering: Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn.Fuse (You may cast one or both halves of this card from your hand.)

[Mtg U Instant SL2] Alter Reality: Change the text of target spell or permanent by replacing all instances of one color word with another. (This effect lasts indefinitely.)Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Th

[Mtg U Sorcery SL4] Distant Memories: Search your library for a card, exile it, then shuffle your library.

Any opponent may have you put that card into your hand. If no player does, you draw three cards.

Dungeon100720 - Dungeon Level 10

Room # 2

Regatha Priest's Chamber/Lab - 35ft. long x 5ft. wide x 50ft. tall

barrel; idol (largish); splintering; earthy smell

Enter through a False Door on the west wall from a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Thurl the ignoble Do-Gooder Flare (Vortex); Wilund the carnivorous Hawk -wing (Snowshoes)

Room transforms into Elemental Magnetism Trap; DL 10; Search DC 108 (1750 Con damage/s, no save)

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

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

67,676gp

Box of Trojan's, 10gp

a bag of holding, 120gp

Drum of Burgundy Breast Milk;; 1P: Cremated(burned) Brand: Brand this Status

Effect to one weapon (no save) ; CL 84; SL 10; 100660gp

Rian's Patella bone: +35 to Wis; 1V: Do this Status Effect to one group (Spell save: 0) ; CL 101; SL 10; 100200gp

DL X Gargantuan Hornet Praetors x(148) x[12] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

Stun AC 2009, HD 172, ihp 26880, WR 167% #Att 17, TH ÷ AC/Save DC by 220, iidmg 1608

Str 59, Dex 69, Con 27, Int 51, Wis 38, Chr 32, 40kxp

Defender, Prowess, Prowess, Afterlife 3

Mtg Spells:

[Mtg R Instant SL1] Redcap Melee: Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[Mtg R Instant SL2] Fall of the Hammer: Target creature you control deals damage equal to its power to another target creature.

[Mtg G Sorcery SL2] Nostalgic Dreams: As an additional cost to cast this spell, discard X cards. Return X target cards from your graveyard to your hand. Exile Nostalgic Dreams.

[Mtg U Instant SL2] Unexplained Disappearance: Return target creature to its owner's hand. Surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)

[Mtg U Instant SL3] Code of Constraint: Target creature gets -4/-0 until end of turn. Draw a card. Addendum If you cast this spell during your main phase, tap that creature and it doesn't untap during its controller's next untap step.

[Mtg B Sorcery SL6] Essence Feed: Target player loses 3 life. You gain 3 life

and create three 0/1 colorless Eldrazi Spawn creature tokens. They have "Sacrifice this creature: Add {C}."

[Mtg R Sorcery SL6] Jokulhaups: Destroy all artifacts, creatures, and lands. They can't be regenerated.

[Mtg R Instant SL2] Shatter: Destroy target artifact.

[Mtg R,U,W Instant SL3] Jeskai Charm: Choose one - Put target creature on top of its owner's library. - Jeskai Charm deals 4 damage to target opponent or planeswalker. - Creatures you control get +1/+1 and gain lifelink until end of turn.

[Mtg W Sorcery SL2] Servo Exhibition: Create two 1/1 colorless Servo artifact creature tokens.

Dungeon100720 - Dungeon Level 10

Room # 3

Tolvada Crypt / Burial Chamber - 20ft. long x 30ft. wide x 50ft. tall

bottle; sofa; dank, mouldy smell; humming

Enter through a Loop Door (goes to another timeline) on the south wall from a 40ft. long x 20ft. wide x 25ft. tall hallway.

Sample Names: Jastra the bizarre Random Dude (Kite); Olica the conspiratorial Aqua- Crustacean (Gateway)

Contact Composite Trap; DL 10; Search DC 103 (200 Wis damage, no resistance)

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

[x2] Room is permanently/continuously Disjunct (effect)ed, only creatures immune or bubbled against it can function here.

43,151gp

a white cross, +2 AC, 600gp

a honed shortsword 'Zedraikis', sword, 6d12 (39), 5500gp

Quart of Pearly Tears:: 1P: Despair(gloom) Shield: Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.; CL 55; SL 10; 100420gp

Azur Bottle: All your Custom classes use the "set XP table"(3kxp

at 2nd, doubles til 9th,600kxp at 10th,+300kxp per level afterward).; 100540gp

DL X Macro-Diminutive Ship Mystics x(516) x[10] x[[8]] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

AC 2007, HD 2564, lifep 4.5E+5, MR 138% #Att 4, TH ÷ AC/Save DC by 220, dmg 2006

Str 56, Dex 27, Con 55, Int 77, Wis 26, Chr 51, 40kxp

Outlast, Protection from black borders, Protection from wordy, Protection from black borders

Mtg Spells:

[Mtg W Sorcery SL8] Archangel's Light: You gain 2 life for

each card in your graveyard, then shuffle your graveyard into your library.

[Mtg G Instant SL2] Lead by Example: Support 2. (Put a +1/+1 counter on each of up to two target creatures.)

[Mtg B Instant SL5] Moonlight Bargain: Look at the top five cards of your library. For each card, put that card into your graveyard unless you pay 2 life. Then put the rest into your hand.

[Mtg B Instant SL1] Nightmare's Thirst: You gain 1 life. Target creature gets -X/-X

until end of turn, where X is the amount of life you gained this turn.

[Mtg B Instant SL3] Kor Dirge: All damage that would be dealt this turn to target

creature you control by a source of your choice is dealt to another target creature instead.

[Mtg G,R Sorcery SL2] Savage Twister: Savage Twister deals X damage to each creature.

[Mtg U Sorcery SL2] Sweet Oblivion: Target player mills four cards.Escape{3}{U}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[Mtg B Sorcery SL1] Postmortem Lunge: ({B/P} can be paid with either {B} or 2 life.)Return target creature card with converted mana cost X from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step.

[Mtg B Instant SL5] Unholy Hunger: Destroy target creature.Spell mastery If there are two or more instant and/or sorcery cards in your graveyard, you gain 2 life.

[Mtg R Instant SL1] Geistflame: Geistflame deals 1 damage to any target.Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Dungeon100720 - Dungeon Level 10

Room # 4

New Phyrexia Cistern (holds water) - 40ft. long x 45ft. wide x 35ft. tall

urn; table, long; scratching/scrabbling; drumming

Enter through a Locked Door, Mechanical on the north wall from a 50ft. long x 15ft. wide x 10ft. tall hallway.

Sample Names: Civet the friendly, neighborhood Wild Lackey (Thiotimoline); Melcer the bewildering Fire Super-Heroe (-tron)

Moving Container Trap; DL 10; Search DC 102 (420 Str damage, no save)

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

[x2] Ultraplanar beings cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails
26,584gp

King Raptors Ring, +1 AC, 250gp

a wooden table, 0gp

Equalizer of the Gran March [Long Sword; 1d10/1d10] +3/+1; considered a +12 weapon; +3/+6 vs. LG/CE, 506490gp

Sparring Scope: Equip: Pay 8 Wis and "Equipped creature gets +28 to hit/dmg and +22 AC/saves
and 28 hp and has Protection from black borders, Reach, Protection from die rolls and Dethrone.; 100360gp

DL X Titanic Faerie Mongers x(512) x[11] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

AC 2011, HD 642, |hp| 1.1E+5, PR 104% #Att 3, TH ÷ AC/Save DC by 220, iidmg 1607

Str 44, Dex 55, Con 66, Int 50, Wis 68, Chr 31, 40kxp

Intimidate, Denimwalk, Rampage 3, Frenzy 8, Frenzy 8

Mtg Spells:

[Mtg U Sorcery SL6] Interpret the Signs: Scry 3, then reveal the top card of your library. Draw cards equal to that card's converted
look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any

[Mtg W Instant SL5] Sanctified Charge: Creatures you control get +2/+1 until end of turn. White creatures you
control also gain first strike until end of turn. (They deal combat damage before creatures without first strike.)

[Mtg W,G Instant SL8] Assure // Assemble: Create three
2/2 green and white Elf Knight creature tokens with vigilance.

[Mtg B Sorcery SL1] Liliana's Defeat: Destroy target black creature or black
planeswalker. If that permanent was a Liliana planeswalker, her controller loses 3 life.

[Mtg R Sorcery SL3] Repeating Barrage: Repeating Barrage deals 3 damage to any target. Raid {3}{R}{R}: Return
Repeating Barrage from your graveyard to your hand. Activate this ability only if you attacked this turn.

[Mtg R Instant SL3] Slaughter Cry: Target creature gets +3/+0 and gains first
strike until end of turn. (It deals combat damage before creatures without first strike.)

[Mtg B Instant SL1] Howl from Beyond: Target creature gets +X/+0 until end of turn.

[Mtg G,U Instant SL5] Vigeant Intuition: Choose a card type, then reveal the top four cards of your library. Put all cards of the cho-
type revealed this way into your hand and the rest into your graveyard. (Artifact, creature, enchantment, instant, land, planeswa-

[Mtg B Instant SL1] Foulmire Knight // Profane Insight: You draw a card and you
lose 1 life. (Then exile this card. You may cast the creature later from exile.)

[Mtg R Instant SL2] Tears of Valakut: This spell can't be
countered. Tears of Valakut deals 5 damage to target creature with flying.

Dungeon100720 - Dungeon Level 10

Room # 5

Cabralin Storage - 40ft. long x 20ft. wide x 10ft. tall

kettle; forge; bellow (ing); howling

Enter through a Sliding Door (slides left/right into wall) on the east wall from a 35ft. long x 25ft. wide x 25ft. tall hallway.

Sample Names: Pith the wretched Electra- Champion (Dagger); Shalara the famous Warrior Sadists (Dirigible)

Mass Magic Jar Trap; DL 10; Search DC 106 (Wizard CL 20, no save)

Machine that (causes/has/or is) Treasure hidden in secret compartment in container

[x2] Ultraplanar beings cannot taste, feel, or sense into this room unless they are actually there; Divine Intervention fails
52,372gp

loaded leather gloves, +3 AC, 900gp

an effervescent potion, 'detect evil' 'detect invis' 'detect magic' ', 26gp

Ring of Cleric Wizardry: 3 lvl, 40140gp

Rian's Toe Nails: +17 to Chr; 1P: Your next spell has +3 targets.; CL 65; SL 10; 100420gp

DL X Small Mosquito Elders x(587) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 2005, HD 24, |hp| 1616, IR 1560% #Att 12, TH ÷ AC/Save DC by 220, iidmg 801

Str 80, Dex 48, Con 67, Int 56, Wis 69, Chr 67, 40kxp

Annihilator 2, Outlast

Mtg Spells:

[Mtg R,U,W Sorcery SL7] Inspired Ultimatum: Target player gains 5 life, Inspired Ultimatum deals 5 damage to any target, then you draw five cards.

[Mtg G Instant SL1] Vigorous Charge: Kicker {W} (You may pay an additional {W} as you cast this spell.)Target creature gains trample u
end of turn. Whenever that creature deals combat damage this turn, if this spell was kicked, you gain life equal to that damage.

[Mtg G Sorcery SL7] Vivien's Invocation: Look at the top seven cards of your library. You may put a creature card from among the
the bottom of your library in a random order. When a creature is put onto the battlefield this way, it deals damage equal to its p

[Mtg G Instant SL3] Foxfire: Untap target attacking creature. Prevent all combat damage that would be dealt
to and dealt by that creature this turn.Draw a card at the beginning of the next turn's upkeep.

[Mtg R Instant SL2] Mana Flair: Add {R} for each nonland permanent with art by the artist of your choice.

[Mtg R Sorcery SL4] Reign of Chaos: Choose one - Destroy target

Plains and target white creature. - Destroy target Island and target blue creature.

[Mtg B Instant SL3] Reaping the Graves: Return target creature card from your graveyard to your hand.Storm (When you cast
this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[Mtg W Instant SL3] Blood of the Martyr: Until end of turn, if damage
would be dealt to any creature, you may have that damage dealt to you instead.

[Mtg W Sorcery SL5] Lonesome Unicorn // Rider in Need: Create a 2/2 white Knight
creature token with vigilance. (Then exile this card. You may cast the creature later from exile.)

[Mtg U Instant SL4] Unity of Purpose: Support 2. (Put a +1/+1 counter on each
of up to two target creatures.)Untap each creature you control with a +1/+1 counter on it.

Dungeon100720 - Dungeon Level 10

Room # 6

Ikorja Bestiary - 25ft. long x 5ft. wide x 5ft. tall

weapon rack; dais (raised platform); hissing; drumming

Enter through a Golem Door (it's a Golem creature) on the west wall from a 30ft. long x 10ft. wide x 5ft. tall hallway.

Sample Names: Macaan the infernal Comet Killer (Forklift); Uni Ironhammer the dreadful October Corona (Police Box)

Inhaled Grave Trap; DL 10; Search DC 102 (180 Con damage, no resistance)

Monster that (causes/has/or is) Gaseous

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

77,162gp

the Queenbee's Headdress, +7 AC, 5789gp

a Moodstone Ring, 100gp

Azur Talisman [AT+298] +10 AC/+99 Saves; 1M: MPIWReflection 5*SL%; CL 56; SL 10; 57535gp

Violet Shoe lace: +500 PSP's; 100680gp

DL X Macro-Small Sponge Elders x(500) x[7] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

iAC 2014, HD 10248, hullp 1.8E+6, ER 186% #Att 15, TH ÷ AC/Save DC by 220, iidmg 1602

Str 34, Dex 64, Con 73, Int 24, Wis 43, Chr 75, 40kxp

Indestructible, Indestructible, Exploit

Mtg Spells:

[Mtg G Instant SL2] Muscle Burst: Target creature gets +X/+X until end of turn,

where X is 3 plus the number of cards named Muscle Burst in all graveyards.

[Mtg R Instant SL1] Whammy Burn: Shuffle your whammy deck, then reveal cards from the top of your whammy deck until you r Islands were revealed this way, Whammy Burn deals X damage to any target, where X is the number of cards revealed. (A wham

[Mtg R Sorcery SL2] Echoing Ruin: Destroy target artifact and all other artifacts with the same name as that artifact.

[Mtg U,W Sorcery SL5] Ordered Migration: Domain Create a 1/1 blue Bird creature token with flying for each basic land type among lands you control.

[Mtg G Sorcery SL4] Chain of Acid: Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.

[Mtg G Instant SL2] Evolution Charm: Choose one - Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library. - Return target creature card from your graveyard to your hand. - Target creature gains flying until end of turn.

[Mtg B Instant SL2] Plunge into Darkness: Choose one - Sacrifice any number of creatures. You gain 3 life for each sacrificed creature. Look at the top X cards of your library. Put one of those cards into your hand and exile the rest. Entwine {B} (Choose both if you pay 2 life).

[Mtg R Instant SL3] Burn Bright: Creatures you control get +2/+0 until end of turn.

[Mtg U Instant SL1] Triton Tactics: Up to two target creatures each get +0/+3 until end of turn. Untap those creatures. At this turn end of combat, tap each creature that was blocked by one of those creatures this turn and it doesn't untap during its controller's next turn.

[Mtg G Instant SL2] Root Snare: Prevent all combat damage that would be dealt this turn.

Dungeon100720 - Dungeon Level 10

Room # 7

Naya Class - 5ft. long x 50ft. wide x 15ft. tall

tweezers; recess; music; giggling (faint)

Enter through a Secret Door on the west wall from a 15ft. long x 5ft. wide x 25ft. tall hallway.

Sample Names: Themrin the enigmatic Space Bolt (Flute); Maungra the friendly, neighborhood Major Beetle (Orb)

Contact Air Trap; DL 10; Search DC 104 (450 Cml damage, DC 109 Spell save for half), (multiple targets)

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

[x2] Ultraplanar beings cannot smell, hear, or sense into this room unless they are actually there; Divine Intervention fails
72,183gp

a demonskin, +5 AC, 1000gp

a red bodysuit, +3 AC, 10gp

Azlaer's Harp, 40550gp

Vulshok Sandals: Equip: Pay 5 Str and "Equipped creature gets

+73 to hit/dmg and +49 AC/saves and 36 hp"; 100210gp

DL X Diminutive Juggernaut Serfs x(261) x[12] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

|AC| 2003, HD 9, hullp 428, BlahR 154% #Att 11, TH ÷ AC/Save DC by 220, random stat dmg 6008

Str 33, Dex 60, Con 53, Int 27, Wis 28, Chr 23, 40kxp

Snow plainswalk, Last Strike, Indestructible

Mtg Spells:

[Mtg U Instant SL3] Machinate: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in any order.

[Mtg R Sorcery SL3] Wheel of Fortune: Each player discards their hand, then draws seven cards.

[Mtg B Sorcery SL2] Macabre Waltz: Return up to two target creature cards from your graveyard to your hand, then discard a card.

[Mtg R Instant SL4] Swift Kick: Target creature you control gets

+1/+0 until end of turn. It fights target creature you don't control.

[Mtg U Instant SL4] Mindstatic: Counter target spell unless its controller pays {6}.

[Mtg R Sorcery SL2] Jaya's Immolating Inferno: (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)Jaya's Immolating Inferno deals X damage to each of up to three targets.

[Mtg U Instant SL3] Scatter to the Winds: Counter target spell.Awaken 3{4}{U}{U} (If you cast this spell for {4}{U}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

[Mtg R Sorcery SL5] Chandra's Outburst: Chandra's Outburst deals 4 damage to target player or planeswalker.Search your library card named Chandra, Bold Pyromancer, reveal it, and put it into your hand. If you search your library this way, shuffle it.

[Mtg R Sorcery SL1] Blinding Flare: Strive This spell costs {R} more to cast for each target beyond the first.Any number of target creatures can't block this turn.

[Mtg U Instant SL3] Decoy Gambit: For each opponent, choose up to one target creature that player controls, then return that creature to its owner's hand unless its controller has you draw a card.

Dungeon100720 - Dungeon Level 10

Room # 8

Metal Island Gallery - 15ft. long x 10ft. wide x 45ft. tall

cressets; carpet (largish); stale, fetid smell; moaning

Enter through a Zombie Door (made of zombies) on the north wall from a 40ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Ethemian the abhorrent Iron Centurion (Needles); Kauvra the disgusting Mind Commando (Kite)

Ingested Sand Trap; DL 10; Search DC 102 (240 Str damage, DC 110 Breath Weapon save for 1/3)

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

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

36,175gp

a potion of cure blindness, 'cure blindness' " " ", 23gp

a carved ->*<- ring, +2 AC, 1000gp

Brooch of Shades (1M,1P,1V,1/t: summon 3 Shadows), 13800gp

Rian's Tarsus bone: +2 to LVL; 1P: Banish a creature, item or effect that isn't yours. If

memorized at SL= 7, Banish all in one group that are not yours.; CL 84; SL 10; 100740gp

DL X Macro-Tiny Hero Rebels x(373) x[9] x[[7]] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

Stun AC 2007, HD 5124, ihp 8.4E+5, CR 169% #Att 8, TH ÷ AC/Save DC by 220, idmg 1602

Str 42, Dex 28, Con 46, Int 62, Wis 29, Chr 77, 40kxp

Double Strike, Protection from watermarks, Haste, Skulk, Protection from two-word names

Mtg Spells:

[Mtg U Sorcery SL1] Artful Dodge: Target creature can't be blocked this turn.Flashback {U}

(You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg G Sorcery SL4] Spore Burst: Domain Create a 1/1 green

Saproling creature token for each basic land type among lands you control.

[Mtg B Sorcery SL1] Cry of Contrition: Target player discards a card.Haunt (When this spell card is put into a

graveyard after resolving, exile it haunting target creature.)When the creature Cry of Contrition haunts dies, target player discards a c

[Mtg B Instant SL3] Crypt Incursion: Exile all creature cards from target

player's graveyard. You gain 3 life for each card exiled this way.

[Mtg G Sorcery SL2] Explore: You may play an additional land this turn.Draw a card.

[Mtg R Sorcery SL4] Demolish: Destroy target artifact or land.

[Mtg B Sorcery SL5] Stain the Mind: Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spe

that creature's color.)Choose a nonland card name. Search target player's graveyard, hand, and library for any number of cards w

[Mtg R Instant SL2] Pyretic Ritual: Add {R}{R}{R}.

[Mtg B Instant SL3] Sudden Spoiling: Split second (As long as this spell is on the stack, players can't cast spells or

activate abilities that aren't mana abilities.)Until end of turn, creatures target player controls lose all abilities and have base power ar

[Mtg U Sorcery SL4] Decorated Knight // Present Arms: Exchange your library

with another deck you own from outside the game. Shuffle your library.

Dungeon100720 - Dungeon Level 10

Room # 9

Kamigawa Meditation - 5ft. long x 45ft. wide x 35ft. tall

pliers; cage; knocking; breeze, slight

Enter through a Locked Door, Out of Phase on the south wall from a 10ft. long x 10ft. wide x 15ft. tall hallway.

Sample Names: Silvius the rebellious Ninja Flash (Skis); Abantees the noble Astro- Wing (Club)

Command 10 Trap; DL 10; Search DC 102 (Cleric CL 20, no save)

Arch that (causes/has/or is) Takes/Steals

[x2] DGZ (Dispel Godly Zone) - Godly effects get countered; existing effects have SL% chance of being dispelled/Reset
82,052gp

an Immortal test weapon, dagger, 14d12 (91), 0gp

The Midnight Sunstone, 10gp

Lily-white Necklace [AT+25] +11 AC/+255 Saves; 1M: [+1 tail] Can use tail (as Poison Fangs); CL 60; SL 10; 43445gp

Helm Sword of Valeron: Equip: Pay 10 Wis and "Equipped creature gets +46 to hit/dmg and +82 AC/saves and 810 hp"; 101040gp

DL X Macro-Fine Lcid Berserkers x(137) x[12] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

||AC|| 2017, HD 1298, lifep 2.2E+5, ER 103% #Att 7, TH ÷ AC/Save DC by 220, iiiidmg 2409

Str 62, Dex 46, Con 65, Int 42, Wis 45, Chr 35, 40kxp

Trample, Flanking, Squirrellink

Mtg Spells:

[Mtg G Sorcery SL6] Desert Twister: Destroy target permanent.

[Mtg G Sorcery SL1] Commune with Nature: Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

[Mtg W Instant SL2] Desperate Lunge: Target creature gets +2/+2 and gains flying until end of turn. You gain 2 life.

[Mtg U Instant SL6] Opportunity: Target player draws four cards.

[Mtg B Instant SL3] To the Slaughter: Target player sacrifices a creature or planeswalker. Delirium If there are four or more card types among cards in your graveyard, instead that player sacrifices a creature and a planeswalker.

[Mtg U Instant SL1] Chain of Vapor: Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, they may copy this spell and may choose a new target for that copy.

[Mtg R Sorcery SL5] Illicit Auction: Each player may bid life for control of target creature. You start the bidding with a bid of 0. In top the high bid. The bidding ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the c

[Mtg U Sorcery SL5] Psychic Transfer: If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.

[Mtg U Sorcery SL5] Rush of Knowledge: Draw cards equal to the highest converted mana cost among permanents you control.

[Mtg W Sorcery SL3] Repentance: Target creature deals damage to itself equal to its power.

Dungeon100720 - Dungeon Level 10

Room # 10

Rabiah Psionicist's Chamber/Lab - 30ft. long x 20ft. wide x 25ft. tall

dung heap; chest, medium; squealing; footsteps (approaching)

Enter through a Intelligent Door, might have ego score on the north wall from a 5ft. long x 20ft. wide x 15ft. tall hallway.

Sample Names: Selise the avaricious Cobalt Monger (Rod); Ankara the attractive Time Brain (Cow)

Avoid Fate Trap; DL 10; Search DC 102 (Psionicist CL 20, no resistance), (multiple targets)

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

[x2] DXZ (Dispel Concordant Zone) - Concordant effects get countered; existing effects have SL% chance of being dispelled/Reset
44,788gp

raw worms with rice, 2gp

a comet's tail, whip, 4d6 (14), 39gp

Crystalline Scarab [AT+31] ++5 AC/+195 Saves; 1V: Ench/Charm, Magic Jar, Domination, Invis.

can't be used in room (x1 Special); CL 100; SL 10; 43315gp

Batter Armor: Equip: Pay 8 Dex and "Equipped creature gets +19

to hit/dmg and +19 AC/saves and 112 hp and has Infect.; 101030gp

DL X Macro-Tiny Wrestler Scouts x(309) x[8] x[[6]] x[[[5]]] x[[[[4]]]] x[[[[[3]]]]]

Stun AC 2011, HD 5122, hullp 8.4E+5, AllR 139% #Att 2, TH ÷ AC/Save DC by 220, iidmg 405

Str 47, Dex 37, Con 76, Int 52, Wis 41, Chr 76, 40kxp

Lifelink, Denimwalk, Shadow

Mtg Spells:

[Mtg B Sorcery SL1] Mind Twist: Target player discards X cards at random.

[Mtg B Sorcery SL4] Blood Divination: As an additional cost to cast this spell, sacrifice a creature. Draw three cards.

[Mtg W Instant SL2] Errand of Duty: Create a 1/1 white Knight creature token with banding. (Any creatures with banding, and up If any creatures with banding you control are blocking or being blocked by a creature, you divide that creature's combat damage

[Mtg B Sorcery SL5] Extinction: Destroy all creatures of the creature type of your choice.

[Mtg W Instant SL1] Isolate: Exile target permanent with converted mana cost 1.

[Mtg R Sorcery SL3] Acidic Soil: Acidic Soil deals damage to each player equal to the number of lands they control.

[Mtg R Instant SL2] Raking Claws: Target creature gains double strike until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)

[Mtg R Instant SL3] Savage Alliance: Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more - Cre gain trample until end of turn. - Savage Alliance deals 2 damage to target creature. - Savage Alliance deals 1 damage to each crea

[Mtg W Instant SL5] Coordinated Charge: Creatures you control get +2/+1

until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)

[Mtg G Instant SL1] Canopy Claws: Target creature loses flying until end of turn. Flashback {G}

(You may cast this card from your graveyard for its flashback cost. Then exile it.)

Dungeon100720 - Dungeon Level 10

Room # 11

Belenon Training/Exercise/Practice - 10ft. long x 45ft. wide x 20ft. tall

dish; quill; salty, wet smell; stale, fetid smell

Enter through a Bronze Door, Normal on the north wall from a 15ft. long x 10ft. wide x 25ft. tall hallway.

Sample Names: Kargat the wondrous Seagoing Platoon (Spores); Ruathym the sepulchral Global Thirteen (Missiles)

Poisoned Pendulums Trap; DL 10; Search DC 106 (Attack +110 ranged, 10d30 idamage)

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

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

28,408gp

green potion, 'reserved' 'reserved' 'reserved' 'reserved', 800gp

a blanket of dark owl feathers, 550gp

Olive drab Rope [10d20] +145 Th/x5 dmg 18+/x7; 1P: Casts LVL

Psi: Bolts (LVLd10 telekinetic dmg) (no save); CL 60; SL 10, 50360gp

Rian's Small Intestine: +9 to ML; 1M: Summon a DL IV Nephilim. Whenever it deals melee damage to a creature, it summons a DL I Sand creature for each effect you have running.; CL 62; SL 10; 100230gp

DL X Diminutive Villain Peasants x(93) x[11] x[[[7]]] x[[[[6]]]] x[[[[[5]]]]]

|AC| 2010, HD 15, ihp 428, TR 142% #Att 12, TH ÷ AC/Save DC by 220, random stat dmg 1201

Str 31, Dex 22, Con 46, Int 65, Wis 33, Chr 34, 40kxp

Protection from even collector numbers, Haste, Flying, Knightlifelink, Defender

Mtg Spells:

[Mtg U Sorcery SL3] Chill of Foreboding: Each player mills five cards. Flashback {7}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[Mtg B Instant SL6] Destined // Lead: Target creature gets +1/+0 and gains indestructible until end of turn.

[Mtg B Instant SL1] Glyph of Doom: Choose target Wall creature. At this turn's

next end of combat, destroy all creatures that were blocked by that creature this turn.

[Mtg G Instant SL1] Kodama's Might: Target creature gets +2/+2 until end of turn. Splice onto Arcane {G} (As you cast an Arcane spell you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

[Mtg U Sorcery SL7] Blatant Thievery: For each opponent, gain control of target permanent that player controls.

[Mtg U Instant SL2] Cyclonic Rift: Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

[Mtg G Instant SL3] Hunter's Ambush: Prevent all combat damage that would be dealt by nongreen creatures this turn.

[Mtg U Instant SL1] Visions of Beyond: Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.

[Mtg R Sorcery SL6] Hazoret's Undying Fury: Shuffle your library, then exile the top four cards. You may cast any number of spells converted mana cost 5 or less from among them without paying their mana costs. Lands you control don't untap during your next turn.

[Mtg W Instant SL1] Ajani's Presence: Strive This spell costs {2}{W} more to cast for each target beyond the first. Any number of target creatures each get +1/+1 and gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

Dungeon100720 - Dungeon Level 10

Room # 12

Vatraqaz Chantry (Shrine) - 10ft. long x 10ft. wide x 15ft. tall

hole; loom; shuffling; slithering

Enter through a Trapped Door, Magic/Psi on the west wall from a 30ft. long x 25ft. wide x 5ft. tall hallway.

Sample Names: Siddal the handsome Forgotten Shield (Energy); Arim the philosophical Admiral Sisterhood (Power)

Wide-Mouth Vent Trap; DL 10; Search DC 101 (360 idamage, no resistance)

Vegetation that (causes/has/or is) Enrages

[x2] Room is permanently/continuously *Cursed*ed, only creatures immune or bubbled against it can function here.
350gp

a small brass key, 0gp

excalibur, sword, 2d4 (5), 20000gp

Dove-grey Talisman [AT+298] +21 AC/++10 Saves; 1P: +SL/2 (round down)

to SL of next Psi45 power; CL 83; SL 10; 62110gp

Neurokcleave: Equip: Pay 6 Dex and "Equipped creature gets +25 to hit/dmg and +25 AC/saves and 512 hp".; 100770gp

DL X Macro-Fine Kraken Warlocks x(196) x[10] x[[8]] x[[[6]]] x[[[[5]]]] x[[[[[4]]]]]

Stun AC 2003, HD 1298, stunp 2.1E+5, BlahR 142% #Att 18, TH ÷ AC/Save DC by 220, iiiidmg 10010

Str 61, Dex 64, Con 56, Int 52, Wis 22, Chr 28, 40kxp

Double Strike, Fabricate 5, Knightlifelink, Afterlife 4

Mtg Spells:

[Mtg G Instant SL2] Seedtime: Cast this spell only during your turn. Take an extra turn after this one if an opponent cast a blue spell this turn.

[Mtg W Instant SL4] Solidarity: Creatures you control get +0/+5 until end of turn.

[Mtg R Instant SL1] Red Elemental Blast: Choose one

- Counter target blue spell. - Destroy target blue permanent.

[Mtg R Sorcery SL1] Tahngarth's Glare: Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

[Mtg R,U Sorcery SL3] Stitch in Time: Flip a coin. If you win the flip, take an extra turn after this one.

[Mtg G Sorcery SL6] Reason // Believe: Aftermath (Cast this spell only from your graveyard. Then exile it.) Look at the top card of your library. You may put it onto the battlefield if it's a creature card. If you don't, put it into your hand.

[Mtg W Instant SL3] AWOL: Exile target attacking creature. Then remove it from the game. Then put it into the absolutely-removed-from-the-freaking-game-forever zone.

[Mtg W Instant SL2] Life Burst: Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.

[Mtg U Instant SL6] Waterwhirl: Return up to two target creatures to their owners' hands.

[Mtg U Instant SL2] Jace's Defeat: Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

Parameter: Dungeon

Date: 10/7/2020

CF: 10

DL: 1

#Rooms: 12

Room#: 1

#Monsters: 37

#Groups: 12

#Legions: 9

#Divisions: 7

#Armys: 6

#Hordes: 5

Array DL Start: 1

Array DL Finish: 10

Number of PCs: 6

Session Number (SN): 12

Difficulty Factor (DF) for AC/hp: 20

Difficulty Factor (DF) for spell/psi: 12

DL; NumMon; KXP per; DL total; Sum Total; gp

1; 3491; 0.02; 69.82; 69.82; 6,342

2; 7828; 0.10; 782.80; 852.62; 28,365

3; 15695; 0.20; 3,139.00; 3,991.62; 56,400

4; 26298; 0.50; 13,149.00; 17,140.62; 104,939

5; 117556; 1.50; 176,334.00; 193,474.62; 147,352

6; 1054230; 3.00; 3,162,690.00; 3,356,164.62; 241,645

7; 1954160; 7.00; 13,679,120.00; 17,035,284.62; 349,188

8; 3833280; 15.00; 57,499,200.00; 74,534,484.62; 345,386

9; 6407100; 24.00; 153,770,400.00; 228,304,884.62; 620,052

10; 16167870; 40.00; 646,714,800.00; 875,019,684.62; 534,652

