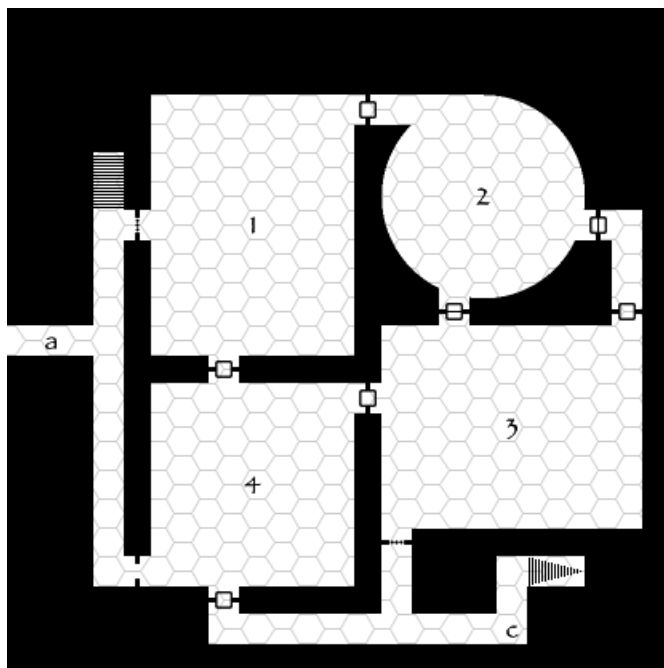


# Trollmannens Tårn Nivå 1 03

## Level 3



### General

#### History

The dungeon was created by a lich as a tomb. It was eventually abandoned by its creators, and the dungeon has been conquered and altered many times since then.

#### Walls

Masonry (DC 15 to climb)

#### Floor

Smooth Stone (Slippery Floor)

#### Temperature

Warm

#### Illumination

Average (shadowy in corridors, lamps or torches in most rooms)

### Corridor Features

- a** Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 10 save or become restrained
- c** A stream of water cuts across the corridor

### Room #1

#### West Entry

Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (magically reinforced, disadvantage to break)

#### East Entry

Stuck Good Wooden Door (DC 15 to break; 15 hp)  
→ Leads to [room #2](#)

#### South Entry

Unlocked Strong Wooden Door (20 hp)  
→ Leads to [room #4](#)

#### Empty

<b>Room #2</b>	<i>West Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Locked Good Wooden Door (DC 15 to open, DC 15 to break; 15 hp)
	<i>South Entry</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #3</a>
	<b>Empty</b>	
<b>Room #3</b>	<i>North Entry #1</i>	Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #2</a>
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #4</a>
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
	<b>Empty</b>	
<b>Room #4</b>	<i>North Entry</i>	Unlocked Strong Wooden Door (20 hp) → Leads to <a href="#">room #1</a>
	<i>West Entry</i>	Archway
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #3</a>
	<i>South Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<b>Room Features</b>	A sloped pit lined with iron spikes lies in the center of the room, and a hissing noise fills the room

Random Dungeon Generator  
<http://donjon.bin.sh/>

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