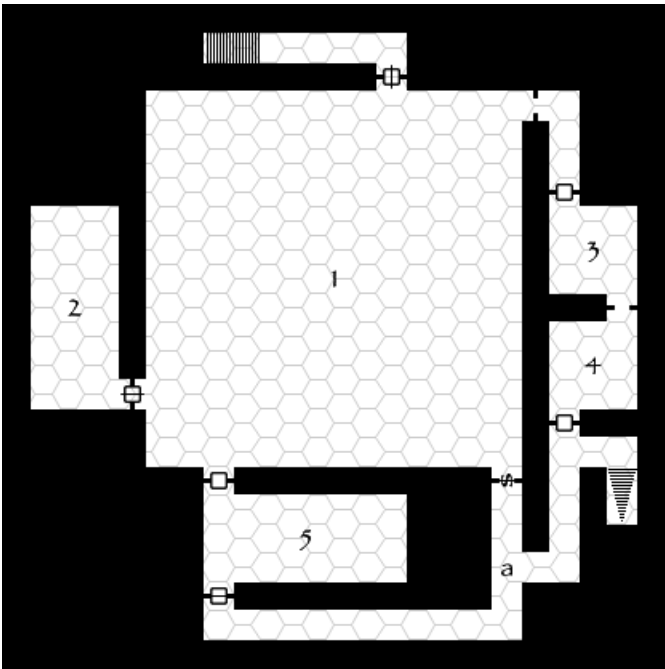


# Trollmannens Tårn Nivå 4 06

## Level 6



### General

**History** The dungeon was created by dwarves as a mine. It was eventually overrun by demons, and has fallen to ruin and been rebuilt many times since then.

**Walls** Masonry (DC 15 to climb)

**Floor** Natural Stone (difficult terrain, disadvantage on acrobatics)

**Temperature** Average

**Illumination** Dark (individual creatures may carry lights)

### Corridor Features

**a** Flamethrower: DC 10 to find, DC 20 to disable; affects all targets within a 20 ft. cone, DC 20 save or take 10d10 fire damage

<b>Room #1</b>	<i>North Entry</i>	Trapped and Unlocked Strong Wooden Door (20 hp) ① Guillotine Blade: DC 15 to find, DC 10 to disable; +8 to hit against one target, 4d10 slashing damage
	<i>West Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Symbol of Panic: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 20 save or become frightened for 1d4 rounds → Leads to <a href="#">room #2</a>
	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Unlocked Iron Door (60 hp) → Leads to <a href="#">room #5</a>
	<i>South Entry #2</i>	Secret (DC 15 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ⑤ The door is concealed within a mosaic of arcane patterns
	<b>Room Features</b>	A large table and workbench sit in the north side of the room, and a pile of trash lies in the south-west corner of the room
<b>Room #2</b>	<i>East Entry</i>	Trapped and Stuck Simple Wooden Door (DC 10 to break; 10 hp) ① Symbol of Panic: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 20 save or become frightened for 1d4 rounds → Leads to <a href="#">room #1</a>
	<b>Empty</b>	
<b>Room #3</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Archway → Leads to <a href="#">room #4</a>
	<b>Empty</b>	
<b>Room #4</b>	<i>North Entry</i>	Archway → Leads to <a href="#">room #3</a>
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	A magical mirror on the north wall answers questions with insults, and a large kiln and coal bin sit in the north-west corner of the room
	<b>Trap</b>	Poisoned Net Trap: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 20 save or take 10d10 poison damage and become restrained, half damage on a successful save

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**Room #5***North Entry*

Unlocked Iron Door (60 hp)

→ Leads to [room #1](#)*South Entry*Locked Iron Door (DC 15 to open, DC 30 to break;  
60 hp)**Room Features**A rattling noise fills the room, and a pile of empty  
bottles lies in the center of the room

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

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