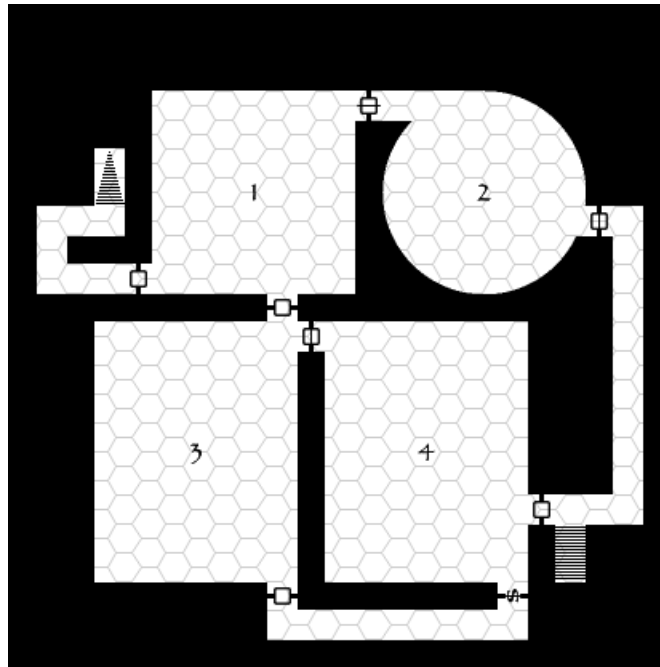


# Trollmannens Tårn Niivå 2 03

## Level 3



### General

#### History

The dungeon was created by worshippers of a neutral deity as a stronghold. Its creators were destroyed by a natural disaster, and the dungeon has been conquered and altered many times since then.

#### Walls

Superior Masonry (DC 20 to climb)

#### Floor

Uneven Flagstone (DC 10 to charge or run)

#### Temperature

Warm

#### Illumination

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

### Room #1

#### West Entry

Unlocked Simple Wooden Door (10 hp)

#### East Entry

Trapped and Unlocked Simple Wooden Door (10 hp)

① Symbol of Hypnosis: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 15 save or become incapacitated for 1d4 rounds

→ Leads to [room #2](#)

#### South Entry

Stuck Good Wooden Door (DC 15 to break; 15 hp)

→ Leads to [room #3](#)

#### Empty

<b>Room #2</b>	<i>West Entry</i>	Trapped and Unlocked Simple Wooden Door (10 hp) Ⓣ Symbol of Hypnosis: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 15 save or become incapacitated for 1d4 rounds → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Locked Strong Wooden Door (DC 20 to open, DC 20 to break; 20 hp)
	<b>Empty</b>	
<b>Room #3</b>	<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #4</a>
	<i>South Entry</i>	Unlocked Strong Wooden Door (20 hp)
<b>Empty</b>		
<b>Room #4</b>	<i>West Entry</i>	Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp) → Leads to <a href="#">room #3</a>
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Strong Wooden Door (DC 15 to break; 20 hp) Ⓢ The door is located near the ceiling and concealed within a mosaic of ghoulish carnage
<b>Empty</b>		

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

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