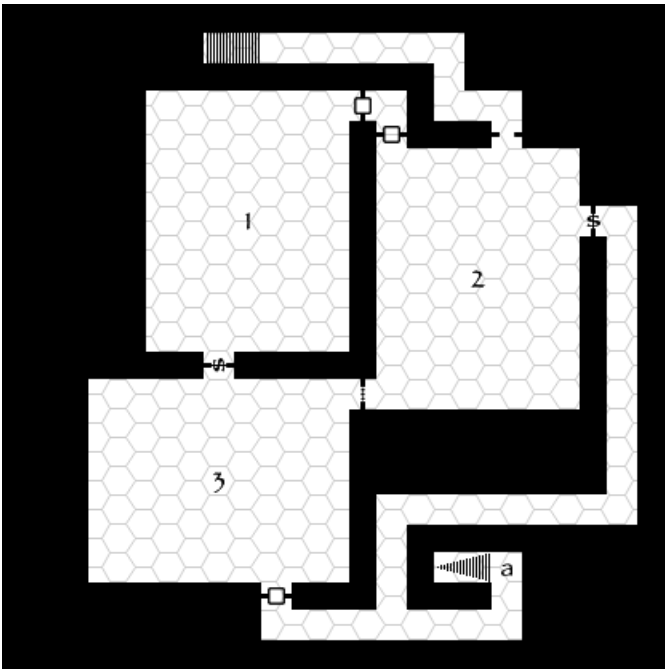


# Trollmannens Tårn Nivå 3 03

## Level 3



### General

<b>History</b>	The dungeon was created by hobgoblins as a treasure vault. It was eventually abandoned due to plague, and has lain empty for many centuries until recently.
<b>Walls</b>	Masonry (DC 15 to climb)
<b>Floor</b>	Smooth Stone
<b>Temperature</b>	Average
<b>Illumination</b>	Bright (lamps or torches every 40 ft.)

### Corridor Features

<b>a</b>	A tile labyrinth covers the floor
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### Room #1

<i>East Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
<i>South Entry</i>	Secret (DC 20 to find) Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage → Leads to <a href="#">room #3</a>

Empty

<b>Room #2</b>	<i>North Entry #1</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>North Entry #2</i>	Archway
	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #3</a>
	<i>East Entry</i>	Secret (DC 15 to find) Unlocked Simple Wooden Door (10 hp) ⑤ The door is concealed by an illusion
	<b>Room Features</b>	Someone has scrawled "You cannot kill it with swords" in draconic script on the west wall, and a rattling noise can be heard in the north side of the room
<b>Room #3</b>	<i>North Entry</i>	Secret (DC 20 to find) Trapped and Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) (slides to one side) ⑤ The door is concealed within the mouth of a gargantuan skull carved from stone ① Guillotine Blade: DC 10 to find, DC 10 to disable; +7 to hit against one target, 2d10 slashing damage → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #2</a>
	<i>South Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	Part of the ceiling has collapsed into the room, and the floor is covered in square tiles, alternating white and black

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

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