

Each of these rooms has another door also not trapped. Through these doors there is a shorter tunnel leading into a small room with a cooking fire and kitchen utensils. If you look up you can see a natural chimney. An intrepid spelunker can chimney climb up to the surface above the bluffs. The exit is between two large rocks about 100 ft. east of the lookout tower.

In the kitchen there is an old kettle, a large wooden spoon, some chipped bowls, and an ash bucket with an ash shovel in it. The ash shovel is actually a magic dagger with a reverse glamour on it. Players can discover it with detect magic or by noticing that it doesn't actually shovel ashes. This is the true treasure in the Caves of Doom.

It's difficult to remove the illusion from the magic dagger without affecting the magic of the dagger. An experienced wizard could detect magic and notice both spells and even "see" the dagger. Dispel magic could remove the illusion but might also leave a very pretty but non magical dagger. The best way to safely restore the dagger would be to take it to a Dwarven forge.

Mini Quest Mini Zine
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another hidey hole behind the headboard on the bed that can be found if the bed is moved. This hidey hole is not trapped and if you reach way back there's a pouch with 18 GP. Under the bed is a sleeping tarella. If you move the bed or poke it with a stick it will attack. The right room has a sleeping couch and an alchemists work table. There are still some vials with unknown herbs and minerals in them. There are a few scrolls about common remedies but no spell book or magic items. All of this stuff is basically worthless. Under the cushions in the couch is a rock python. If anyone sits or lays on the couch or if the couch is moved the rock python will attack.

Caves of Doom DM Guide

by Larry and Vivian Heyl

A Milyagon Quest

If you cross the river and follow it to the base of the cliffs you can see a fissure about 15 ft. up. It's not a hard climb to explore the fissure and it is possible to edge sideways into it and wiggle back and forth for about 20 ft.

The fissure opens into a large cave with stalactites and stalagmites. The large cave has no sign of habitation or artifacts of any sort. It's completely natural. There

are bats in this cave. A torch doesn't bother them but a loud noise or spectral light will awaken them. The longer the party remains in this cave the easier it is to awaken the bats.

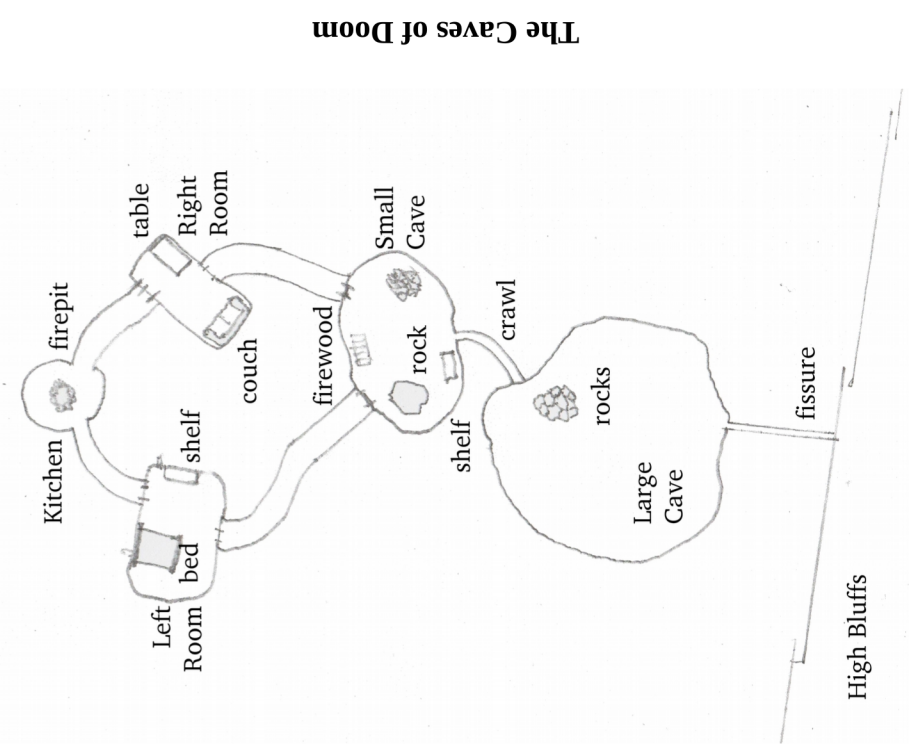
A determined spelunker can find a little crawl hole at the back of the cave hidden by a tumble of rocks. It's elbows and toes crawling flat on your belly for about 10 ft and then there is a smaller cave. If you have a torch you can see two sturdy wooden doors about 15 ft. apart. The left door has a mechanical trap and will drop large rocks on the first person to pass through it. The right door is ensorceled and if you turn the latch it will paralyze your hand and arm.

A search in the smaller cave will reveal signs of human habitation,

firewood, water jugs on a low shelf, all old and dusty. Behind a large rock is a sleeping giant scorpion about 4 ft. long. Any noise will awaken the scorpion and it will attack.

Past each door is a tunnel large enough to walk in that curves unpredictably for about 35 ft. and then there is another door. The tunnels are clearly empty and seem to be dwarf hewn. These doors are not trapped and each enters into a room.

The left room has a large wood bed and some shelves. A persistent search will find a hidey hole next to the shelves. If you stick your hand in this hole a nail will poke your hand from above. The trap can be triggered with a stick. There is



The Caves of Doom