# A Mini Quest Mini Zine

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Thanks to Gurbintroll Games creators of Darker Dungeons for the descriptions and stats found in this Mini Zine. The Darker Dungeons pdf can be found on archive.org. Darker Dungeons content is public domain or OGL.
opengamingfoundation.org/ogl.html

**Nail Trap**
In the left room there is a hidey hole with a nail trap. If you stick your hand in the nail trap the trap will spring and drive a nail through your hand doing 1d4 of damage. It will take a tool to pry the trap back up to release the hand. The trap does not reset. The trap can be disarmed with a stick.

**Magic Dagger**
The magic dagger is +2 of silence. Once per day, this weapon can be activated to cast a Silence 15' Radius spell.



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automatically squeeze for 2d4 damage per round until slain.

**Dead Fall Trap**
The first person to walk through the left door triggers a dead fall trap and is pummeled with falling rocks for 1d8 of damage. The trap can be triggered by throwing something large through the door or by poking upwards through the door with a ten foot pole.

**Ensorceled Door**
On the right door whoever turns the latch with their hand will have their hand and arm paralysed. If save vs. spells succeeds they are paralysed for 1/2 hr, otherwise for 1 hr. Or the spell can be cured with cure light wounds or other healing. Open the door without touching the latch to avoid activating the spell. Once the door is closed the spell is reactivated.

# Caves of Doom Monsters, Traps, and Treasure

## A Milyagon Quest

**Bats**
Lair Group: 1d100
Move: 3'
Armor Class: 6
Hit Dice: 1/4 1hp
Attack bonus: +0
Attacks: special
Intelligence: 2
Morale: +9
XP Value: 5

Any character with ten or more bats attacking them will be bewildered and suffer a –2 penalty on both to hit rolls and saving throws. Additionally, a bewildered character may not cast spells.

**Rock Python**
Move: 30'
Armor Class: 6
Hit Dice: 5* (22hp)
Attack Bonus: +5
Attacks: Bite 1d4 Squeeze 2d4
Intelligence: 2
Morale: +11
XP Value: 300



Rock pythons are 30' long non-poisonous snakes that squeeze their prey to death. A rock python will attempt to bite its prey, and if successful, it will coil around the victim and squeeze for 2d4 points of damage. The snake will then cease biting, and

**Giant Scorpian**
Move: 50'
Armor Class: 2
Hit Dice: 4* 18hp
Attack Bonus: +4
Attacks: Claw 1d4, Claw 1d4, Sting 1d4 + special
Intelligence: 0
Morale: +18
XP Value: 125



A giant scorpion hunts by grasping creatures in its claws and stinging them. If either claw attack hits an opponent, the giant scorpion gets a +2 bonus to hit that same opponent with its stinger. Anyone stung by a giant scorpion must make a saving throw vs poison or die.



**Spider Tarentella**

Move: 40'
Armor Class: 5
Hit Dice: 4* 18hp
Attack Bonus: +4
Attacks: Bite 1d8 + special
Intelligence: 0
Morale: +13
XP value: 125

Tarantellas are 7' long hairy spiders resembling tarantulas. They do not use webs, but are mobile and aggressively hunt. Anyone bitten by a tarantella must make a saving throw vs poison or start to have painful spasms which resemble dancing. Anyone seeing this dance must make a saving throw vs Spells or join in, dancing in the same manner. Dancing characters have a –4 on attack rolls and give their opponents +4 on their attack rolls. The dance can be stopped with a Dispel Magic spell, or it will wear off in 2d6x10 minutes. However, dancers will drop from exhaustion after 50 minutes of dancing.