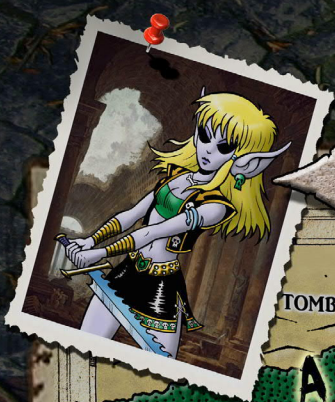


GRIMTOOTH'S TrapSylvania

A SOURCEBOOK FOR GRIMTOOTH'S
TRAPS LOCATIONS





TOMB-MEE



GRIMTOOTH'S TrapSylvania



A SOURCEBOOK FOR GRIMTOOTH'S TRAPS LOCATIONS





The Greatest Campaign Setting in History!

By Grimtooth the Troll

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DCC Stats by

Joseph Goodman & Terry Olson

Published By Goodman Games

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***“Don’t make me angry.
You wouldn’t like me when I’m angry...”***

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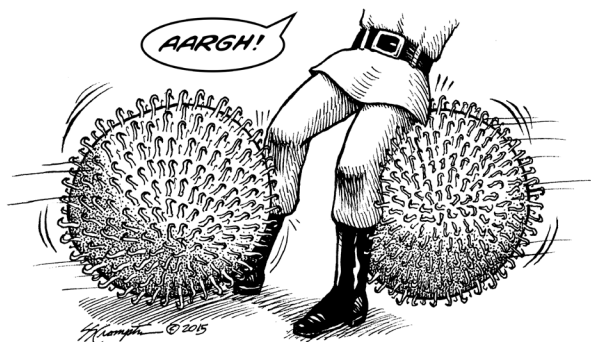
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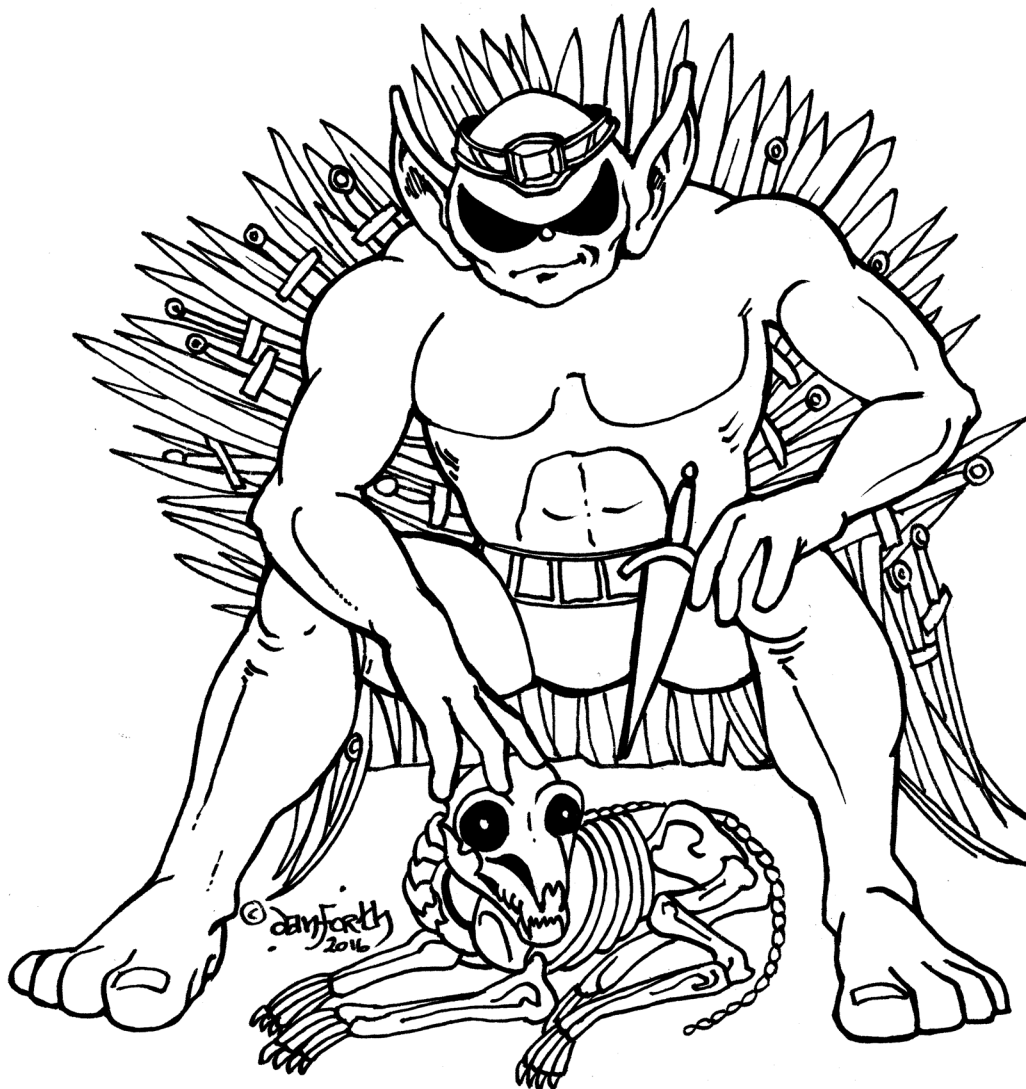
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Welcome to my world...



Over these many years I have given you the merest hints of my wondrous world and vast empire. Now for the first time I'll show you what I have been building with the seemingly endless profits from my Traps books. You will visit the Vault of the Ancient God, stroll the Forest of Doom, scamper through the Death Maze, look for loved ones in the Bone Hills, swim the fetid waters of Lake Grimtina, and much, much more.

I'm revealing this treasure trove of information so that you, too, can enhance the areas around your Dungeons to make them more interesting. Most of you GMs give little thought to what's outside your money pits. Now I've done it for you. You won't be able to afford to build all these locations, but perhaps one or two of them will fit in your world or budget. Feel free to use the maps I've provided to build these locations on your lands.



For the truly brave, you can run Trapsylvania as a complete campaign setting where you can use my realm and its descriptions against the pitiable efforts of your players' characters. To make that easier to do, I've had my minions include gaming stats so that you know how to properly damage and destroy any visitors using the Dungeon Crawl Classics Role Playing Game (DCC RPG) rules. (Whatever those are.) More importantly, I will be rating the traps with my infamous 1-5 *skull ratings*. **1 skull** means it's an annoyance; **3 skulls** mean someone might get seriously hurt; and **5 skulls** means it's a deathtrap – someone is likely going to die. Look for the skulls near the title of any given trap or location. Because there are places and things that are relatively safe in my realm, I am reluctantly adding a **heart symbol** so that GMs can quickly identify these locations, things, or people. Keep in mind, if the adventurers do or say stupid things, it can get very unsafe very quickly.



For most adventurers this will be a once-in-a-lifetime opportunity to experience the thrills and terrors of the most exciting place in existence – Trapsylvania! Whether they survive or not is academic; the mere privilege of dying on my lands is honor enough. Besides, the few that do survive will be rewarded beyond their wildest dreams, which is certainly worth the deaths of a few of their closest adventuring friends and family.

Of course, I'll be explaining these places in my own infamous manner, which means I'll be telling you things that you might think I couldn't possibly know. But I'm Grimtooth and this is MY realm, so just assume that I am, in fact, omniscient! I know where everything is in Trapsylvania – even things that are supposed to be hidden or lost. Keep in mind, this is not your typical Traps book, but just about every place you can visit here is, in effect, a trap of one kind or another. How deadly you make each place is up to you when you use it on your adventurers.

Within these pages, you'll find over 50 traps, 40 monsters, 25 characters, and at least 35 items amongst 13 major locations; plus plenty of GM ideas and over 30 scenarios you can use to run adventures in my realm.

Meanwhile, to make this massive tome more useful for you DCC RPG players, the number-crunchers at Goodman Games will be adding official stats to the characters, items, and monsters you'll run into while in my realm – so I don't want to hear any more whining about “not having stats.” If you don't use DCC, just use this tome like any other Traps book and ex-trap-olate the stats yerself.

So gird your loins and grab your armor. It's time for you to grow up and face a real challenge. **Welcome to Trapsylvania - Bwa-hah-ha ha ha!!**

~Grim

Who is this Grimtooth? And what is this Traps stuff? A brief Traps history

by Steven S. Crompton

Grimtooth's Traps is a series of infamous RPG books published by Flying Buffalo Inc. from 1981 to about 1996. *Grimtooth's Traps* were some of the first books made for "any role-playing system," which meant that players of *Advanced Dungeons & Dragons*, *Runequest*, *Tunnels & Trolls*, and even *Metamorphosis Alpha* could use *Grimtooth's Traps*. Because they were so adaptable, Traps' popularity transcended the rise and fall of various RPG systems.

However, they were a "niche" item and it's quite possible that you might have never seen or heard of *Grimtooth's Traps*, if they weren't sold at your local shop or owned by any GMs in your area. Despite this, the Traps books sold steadily in game stores and at conventions for over 25 years. In fact, it's estimated that over 200,000 of them have been sold in the last 30 years.

Over that time, these books gained a reputation as an easy tool to scare the heck out of players. All a GM had to do was put one on the table, and the players were certain that all sorts of devious deathtraps and cursed items lie in wait for them in the dungeon they were about to enter. Each book (there are seven of them) gave details on 101 different traps that a GM could pick and choose from. A GM could just slot them into their existing dungeon in almost any location. The books were divided into chapters for Room, Door, Corridor, and Item or Thing traps, so a GM could quickly find the right trap for the right location. (Flying Buffalo now has most of them back in print again if you want to see one of those.)

The other thing that endeared role playing gamers to *Grimtooth's Traps* was the humorous way they were written and illustrated. Even if you never used any of the traps in your own adventures, just reading the boastful, sardonic words of Grimtooth the Troll describing the traps and seeing the terrible things that happened to "greedy human trespassers" in the illustrations made just looking through the books worth getting them.

In 2015, Goodman Games collected all the Traps books into *Grimtooth's Ultimate Collection*. It was their most successful Kickstarter to date, and spawned two related DCC RPG adventures (DCC #87.5: *Grimtooth's Museum of Death* and *Grimtooth's Tomb of the Warhammer*.) This led to the idea of creating a larger, new Grimtooth book, and instead of just creating 100 more traps, Goodman Games enlisted most of the original Traps creators to design a campaign setting using many places and things mentioned or hinted at in the original Traps books.

Trapsylvania is narrated by Grimtooth himself, so it has the same feel as the original books, but now your players can actually meet Grimtooth face-to-face and explore his kingdom. It's a fun read and you don't really have to know anything about the Traps books to use this campaign setting, so don't worry. Almost everything in here has stats for DCC RPG, and thus is easy to run (as long as you don't mind killing off player characters)! It's old school, with new rules!

So dig in and start exploring *Grimtooth's Trapsylvania*!

Steven S. Crompton is one of the original Traps creators and did most of the art for the seven Traps books, along with creating numerous traps, characters, and locations in the series. He was one of the main driving forces behind Grimtooth's Ultimate Collection, and has written novels, drawn comics and done gaming art for numerous publishers. Visit his blog at: www.stevenscrompton.wordpress.com.

GRIMTOOTH'S

TrapSylvania

PLAIN OF TOMB-MEE

Hey bub:

This map is not to scale. It's meant to show you important locations in my realm and their sizes are meant to represent their importance.

FOREST OF DOOM 9

PIXIES ZONE



LIGHTHOUSE & DRAGON GROTTO 8

THE REALLY DEAD SEA

SEAPORT

TRAPS BAZAAR

ABANDONED VILLAGE

LAKE GRIMTINA

TEMPLE OF YIDHRA

GRIMTINA'S PETTING ZOO 2

GRIMTOOTH'S CASTLE

BONE PILES

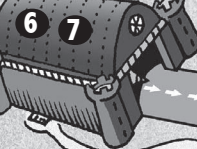
GUARD BARRACKS

ABATTOIR

PEASANT FARMS

MOUNT GRIMMOR

AIRSHIP HANGAR



SWAMP SHACK

FETID SWAMP 3

PROFESSOR GROOMER'S LAB



5 DEATH MAZE TESTING CENTER

4 WARTHOG'S SCHOOL FOR TROLLS

TROLL MOUNTAIN PASS

KEEPELSOUT MOUNTAINS

KILLALLMEN-WONTYA RANGE

© 17

ORINS.

TRAPSYLVANIA: MAP GUIDE & KEY LOCATIONS

In this volume, I'll give you an overview of my magnificent realm and give you detailed maps and descriptions of my Seaport "village," the abandoned school, my swamp, the Death Maze (our outdoor testing center), my legendary airship and its fortress-like hangar, and a few other suitably deadly locales.

Grimtooth's Castle*: My castle is the most important structure here, of course. This stone palace works like a flower does for a bee: it attracts the curious to see what is there for the taking. It was once the home of a mighty wizard, but now it is mostly empty. The real treasures are down in my vast underground complex. The castle is mentioned various times in my books over the years. Much of it was detailed in my DCC RPG adventure, *Grimtooth's Museum of Death*. One day, perhaps, I shall reveal the inner workings of my entire underground compound. Until then, you'll have to enjoy the sampling of my office area.

Abattoir*: One way or another, we end up with a lot of dead meat around here, so I had this abattoir built to process that resource. Stray animals, damaged delvers, or badly injured monsters: none of it goes to waste. Besides the large butchery and meat packing and cold storage sections, this facility also has a handy gift shop with a wide selection of packaged meats and sausage. Just don't ask WHAT meats – it might be someone you know.

The "Bone Piles"*: My dog loves bones, and over the years, Spike has been collecting them and piling them up in the front of the castle. It's gotten a bit out of hand, but at this point these huge piles of bones have become landmarks, and they work as a bit of deterrent for any posers that thought they were up to a challenge.

Death Maze Testing Center (#5): This area is used to test outdoor traps and monsters in "real world" conditions to see how to develop new (or improve existing) engines of mayhem. If someone gives me any trouble, I'll often send them here to be used as part of the testing process.

The Fetid Swamp (#3): We use this as a dumping ground for any trash that can't be eaten or sold. You'll find some goblins scraping out a living among the muck and mud. Keep an eye out for man-eating crockmen and giant freshwater squids. (Not to mention the dragonflies.) There's a ruined village somewhere in there, too.

Forest of Doom (#9): I keep this wild wooded area well-stocked with everything from giant armadillos to rabid zebras. It's a great place to stage a royal hunt. Let the delvers escape into the forest and then we can begin the hunt! If I don't find them, the forest's denizens will... This is the nearest forest to my *Dungeon of Doom*, so it was named in honor of that vast underground deathtrap.

Grimtina's Petting Zoo (#2): My silly sister likes to bring home strays. Sometimes they are people, but more often than not, they are creatures of various sorts. They have to be put somewhere, so I had this area outside the castle converted into a mythical creature preserve. You can often find Grimtina here, watching her pets tear hapless victims to pieces.

Grimtooth's Airship & the Airship Hanger (#6 & #7): First shown in *Traps Lite*, my airship needs a place to be docked for safety and maintenance. This hangar is the place. If I send you on an important mission, I may allow you to use my mystically-powered device to get there. I have a crew that knows how to run and pilot my airship, so I don't run the risk of losing it due to your incompetence.

Lake Grimtina*: This lake contains some of Grimtina's aquatic pets, along with some of my own discoveries and creations. I have a great trap in the center of the lake (seen in the last chapter of my *Ultimate Collection*). I don't recommend anyone go for a swim unless they have a death wish. We don't have a specific map in this book for the Lake, but you can see parts of it in the Petting Zoo and Seaport maps.

Lighthouse & Dragon Grotto (#8): The cave system eventually leads to my own secret cavern complex deep below the castle. Getting through is nigh on impossible as there is more down there than a family of angry dragons... So don't try it, Anakin. I have the low ground.

Mount Grimmore*: This was carved by an army of my slaves as a tribute to me when I conquered the area many years ago. It's meant as both a warning and an enticement for those willing to risk all for a chance at riches beyond their wildest dreams (and reach). Uninitiated newcomers refer to it as Skull Mountain, but not for long.

Poisonous Herb Garden*: Anyone who's read my tomes knows that poison plays a major part of many of my engines of destruction (especially in *Traps Too*). This garden is where a team of gnomish maidens carefully tend to my collection of rare poisonous hemlock, white snake root, belladonna, mandrake, and many others, both common and rare. The entrance is well-guarded by albino eunuch ogres and security spells, so don't expect to just waltz in and help yourself.

Seaport & Abandoned Village (#1): This small village was overrun by my troops when we invaded this territory years ago. Most of the homes and shops sit abandoned since that time. I have restored the docks and the shipyards for my own use. I also built a *Traps Bazaar* franchise just south of the docks for those wanting to purchase any Traps-related items.

Traps Bazaar Outlet Store: I created a whole book devoted to my *Traps Bazaar* franchise, so I built this second location closer to my castle. Some basic info on

the shop has been provided as a BONUS (see page 20), but for complete details you'll need to track down *Traps Bazaar*.

Troll Army Cemetery*: I led an army during the Trollish/Elven Conflict. Towards its end, I took this territory as part of the spoils of war. Many of my loyal followers gave their lives to my cause, so this cemetery was erected in their honor. This is the one place on my huge estate that I consider "sanctuary" so if anyone hides out here, they will be safe...unless they desecrate any of the graves or headstones. Then they will be killed by an army of angry ghosts.

Warthog's School for Wayward Trolls (#4): This was a school for magic that the wizard used to run. After I got rid of him, we turned it into a school for trolls, so Grimtina had somewhere to go learn. I first mention Grimtina being sent to various schools in *Traps Too*. Somehow she always manages to escape and return to my domain. This place lasted a few years until the school mysteriously burned down. It still sits abandoned. Some say it is haunted and that werewolves dwell there. No doubt there are other secrets hidden in the sooty ruins. This would be a good place for delvers to go if they were looking for a place to hide, as we don't really guard this location.

**Not every location is given full details in the book, so you'll have to use your imagination for any location that is marked with an asterisk. Trust me, you have plenty to work with here as it is. Maybe I'll do another supplement to detail those someday...should the mood strike me (and enough loot is passed my way).*



SIDEBAR

Getting DCC Characters to Trapsylvania

For many PCs, Trapsylvania, the Deadliest place on Aereth™, is just too far away to reach by mundane means. And that's only if they know where it is. The Great Troll would get nothing done if he lived too close to his millions of admirers. What is a blood-thirsty judge of absolute fairness and neutrality to do? Fear not! In the following we offer many means by which future monster chow (the PCs) may travel to this most perfect place to die.

Spells: Finding and getting to Trapsylvania is much easier with the right spells. Travelling there may be expedited with *planar step*, *fly*, or *forest walk* (taught by the King of Elfland). PCs could discover Trapsylvania's location via *locate object*, and seeking something specific, like "Grimtooth's Throne." Or, use *ESP* on an intelligent troll (i.e., a rare one with a brain); all such creatures know how to reach the home of the Great Troll.

Mercurial Magic: Speaking of spells, various mercurial magic effects provide means of travel. Planar rift (result 11) creates a cosmic hole leading to Grimtooth's

continued on next page

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Castle. A wizard with stolen knowledge (result 17) discovers he's been stealing from the Great Troll, who appears and kidnaps the party. Unwanted attention (result 31) could be used similarly. Finally, planar blink (result 87) sends the caster's party there without returning them until the most inconvenient time (just as Grimtooth is about to reward them?).

Misfires: Misfires can also transport the party. Rule that misfiring *animal summoning* or *monster summoning* lands the caster in Grimtina's Petting Zoo. A misfire on a *runic alphabet* spell (i.e., a magical trap) sends the pathetic caster to the Death Maze Testing Center. A cleric failing to *banish* is sent to the Bone Piles by his intended target. Moreover, any type of phlogiston disturbance may whisk PCs away.

Patrons and Deities: There is an ancient animosity between Grimtooth and the King of Elfland. Elfland's ruler sends disciples to the Great Troll's domain both as a reward (a chance to prove worthy of a new patron spell) and a punishment (a misfire on *invoke patron*). Grimtooth studied under Sezrekan for a brief while, and the Old Master sends supplicants there to learn from the troll. Of course, a misfired *invoke patron* is reason enough for almost any patron to send a wizard to Trapsylvania. Deities also transport their clerics there as a test, a "payment" for *divine aid*, and to satisfy deity disapproval. Those who do this most frequently are the lawful Aristemis, demi-goddess of true seeing and strategy; the neutral Amun Tor, god of mysteries and riddles; and the chaotic Hidden Lord, the god of secrets.

Impressing Grimtooth: Grimtooth, if suitably impressed, may transport PCs to Trapsylvania himself. He may use spells, or send his airship. Some examples that catch the Great Troll's attention are: surviving various fatal traps in one day (an ideal test subject!); killing large numbers of foes with a devious self-made trap (dinner with Grimtooth!); and disarming a "5 skull" trap with a check of 30 or more (I have just the trap for you!). Even a type of arcane corruption that makes a PC more trollish could attract the Trap Master, especially if the PC is an elf!

DCC Adventures: Numerous DCC RPG adventures have open-ended devices that are easily adapted to transporting PCs. *Sailors on the Starless Sea* ends with the PCs riding a giant wave, which could lead to Trapsylvania's Seaport on the Really Dead Sea. In *The Lost City of Barako*, PCs can trigger teleportation by activating a choral box in the Akashik Library. In *DCC Lankhmar* campaigns, one of Ningauble's caves may lead to the Forest of Doom. In *The Emerald Enchanter*, the wizard's enchanted tabletops could send PCs to Grimtooth on a failed activation spell check, or if the wizard has been defeated. Finally, in *The Chained Coffin*, the Shudder Mountains' Ol' Blackcloak could twist a PC's desires into a trip to the deadliest place on Aereth.

Miscellaneous Mechanisms: If none of the above appeal to the blood-thirsty judge of absolute fairness and neutrality, then make something up! A dwarven PC knows a dwarf who knows a dwarf who knows a dwarf who works in Trapsylvania. A critical hit from a giant sends the entire party to Grimtooth. Some dimensional sailors will take PCs there for a fee. Et cetera. Have fun with it. And remember, checking in to Trapsylvania is much easier than checking out...



Restrooms in Trapsylvania

Some of the many benefits that I have brought to the people of Trapsylvania are running water and a proper sewage system. In the old days before I took over, the peasants would just dump their effluent in the gutters of the streets. Humans make the most hideous stench – nothing like the cultured perfume of we trolls.

Anyway, to get rid of all that mess, I had large ceramic pipes and plumbing put into almost all the buildings that we occupied or constructed. Being one of the greatest engineers and mages of all time allowed me to use methods unknown to the common mason, so it was done with a minimum of effort, really.

Of course, I can't just leave it at that. To make things more sporting, I made certain that about 25% of the public restrooms have the potential to be a bit deadly one way or another. So any time one is being used, be sure to roll for that possibility. Below are a few of the ways we came up with to make them entertaining for everyone but the unfortunate who is using it when trap is sprung...

Flying Buffalo's President, Rick Loomis, dreamed up most of these traps. Over the years he has regaled thousands with his stories of the "bathroom traps"

that couldn't be published back in the primitive 1980s, so I forced him to remember some of these gems while I was putting together this tome. Besides, no travel guide is complete without some detail about the local restrooms. If you have any sourcebooks or campaign atlases without such information, they are obviously incomplete. Throw them out. Really, you need only MY book.

All right, here are a few of my Trapsylvanian restroom traps:



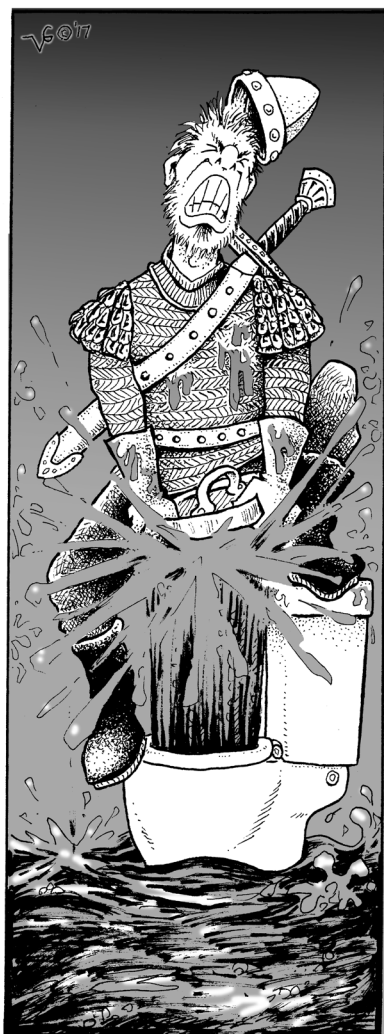
For Men Only: In an expected place, you find a men's urinal. In the urinal are the expected urinal cakes. Or are they? A circular, white, hockey-puck-like object is sitting right in the middle. But it is actually made of a substance that explodes when it gets wet! The part of the male anatomy that is likely to be exposed when ejecting liquid onto this object, is considered by the military to "only" be 1% of your body. What a way to go...



Ring-a-ding-ding: An ordinary toilet in an out-of-the-way corner. Works normally. But the water tank is high overhead, with a dangling rope that is "obviously" the flushing mechanism. If you pull on the rope, it sets off a horrendous clanging, which is sure to attract every wandering monster within earshot.



As an alternative, here's another way to play with the same idea: **Ye Olde Water Dump.** Old-fashioned toilets used to have water tanks at the top so the water would easily run into the





bowl. They also had a long pull chain. When you pull the chain, the water tank is on a pivot and it tips over and dumps 3 gallons of toilet water on the user! This is more for a laugh than anything else, but it keeps my orcs in stitches seeing drenched delvers coming out of the restrooms.

Sticky Wicket: A perfectly normal toilet with only one unusual trait. The seat is covered with a sticky substance that just won't let go. The toilet and seat are all one piece. If you sit on it, you will be carrying it around for the rest of the afternoon, in a very awkward position. If for some reason you just touch it, you will find a very heavy object stuck to your hand. Ha hah! Does it get any funnier than that?

Tight Spot: An ordinary bathroom stall with an ordinary toilet inside. The door opens into the stall, and the stall is kind of small, so you will find you can't sit on the throne until you close the door. If you flush the toilet, it locks the door, and the water doesn't actually flush – it just keeps coming in until it fills up the stall. After ten minutes, a drain opens, the water runs out, and the door unlocks. Can you hold your breath that long? What a way to drown your sorrows.

And let's not forget a couple of classics from my other books:



Cranquin Goose (*Traps*, p. 52): This is a regular toilet with a crossbow hidden at the bottom. When you sit on it, the crossbow fires!

Tumble Toidee (*Traps Too*, p. 58): This toilet is up against an illusionary wall and when you sit on it, it triggers the toilet to fall backwards through the illusionary wall and into a pit which was hidden behind the wall. Gotta love that one.

That's it for my restrooms. The fun comes in worrying which ones are safe or not!

And don't forget to wash your hands before leaving this page...





SEAPORT & ABANDONED VILLAGE

MAP KEY

0 25 50ft



Sandy Beach



Docks & Boat

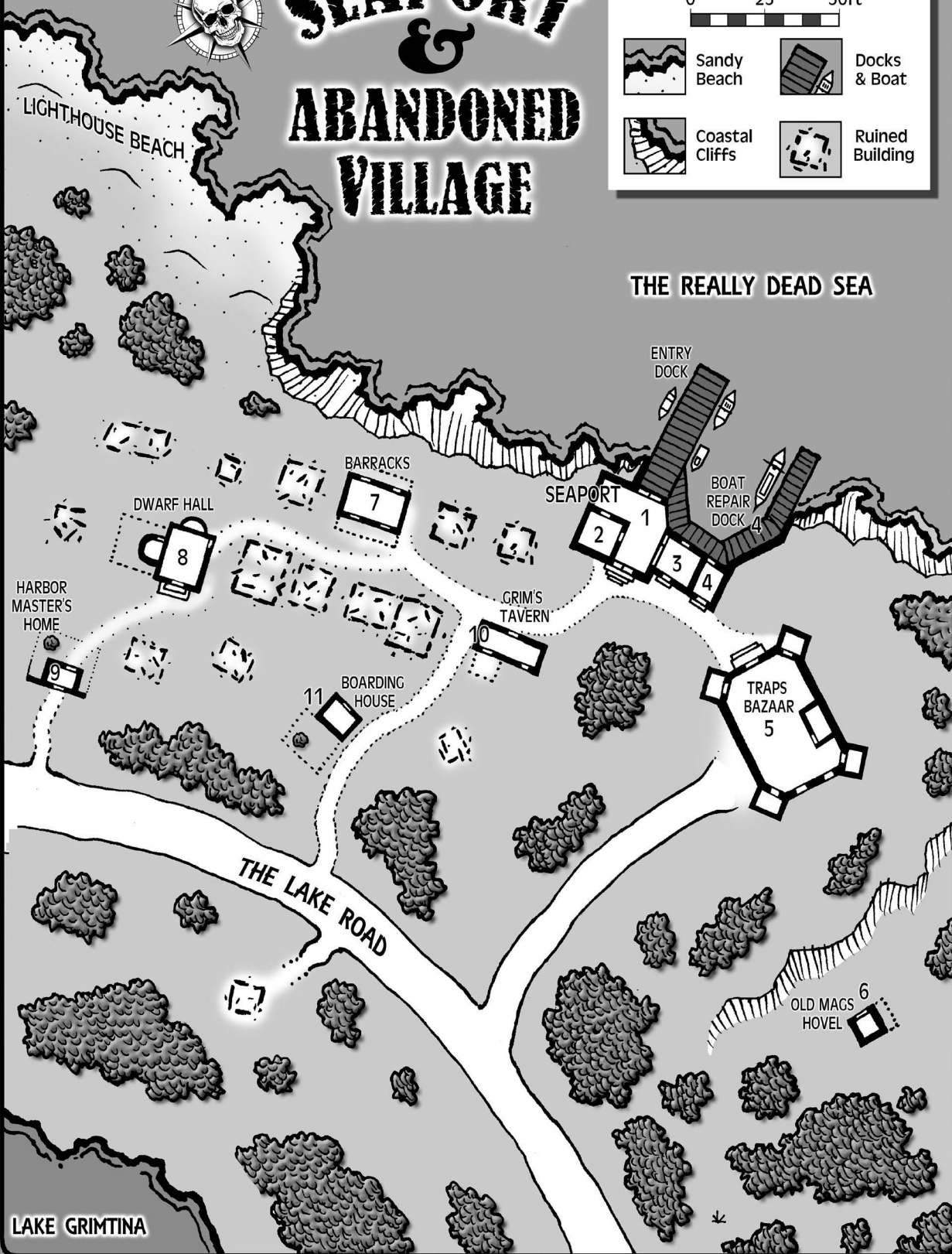


Coastal Cliffs



Ruined Building

THE REALLY DEAD SEA



SEAPORT & ABANDONED VILLAGE (#1)



The Seaport
- NOTES -

This is a good place to start the visit of adventurers to my realm. When my invulnerable army invaded these lands, this was where we first arrived, on the shores of this little seaport. We quickly subdued and took over this village, though not without killing most of its inhabitants. Those that remained pledged their loyalty to me and were put to work converting the main castle to suit my purposes. The village was known as Merlinville. No one dares call it that any more as it was the name of the mage that I usurped when we invaded. I left it abandoned. Only the places I specifically needed were repaired.

The rest of the village has been left moldering since that time, though a few dwarves and orcs live here to keep the seaport functioning. The streets are already overgrown with weeds, though trails to the buildings still being used are evident. Many of the abandoned buildings could be fixed up and put back to use, which happens from time to time. I restored and use the Seaport building as the main terminal for visitors and potential customers who are eager for me to design new and ingenious modes for capturing and dismembering greedy hordes of delvers. (Just a few weeks ago, the President of Goodman Games arrived with chests filled with rubies to tempt me to write the words before you now.) The other main improvement I added is a Traps Bazaar franchise just south of the seaport. It's there for tourists and dungeon masters in search of off-the-shelf solutions to their delver infestation problems.

Here then are the details of what you can find in my Seaport and what's left of the village...

POINTS OF INTEREST

Entry Dock: This long wooden dock is the first place travelers will set foot on if they arrive by boat. A few locals often fish from the dock and there is occasionally the hustle and bustle of orcish dock workers loading or unloading cargo from ships that are in port. A few fishing boats also operate from my seaport and you can often see some ships in the dock or getting repairs during the spring and summer. In the winter, days go by with no boats at all and the docks seem as empty as the village.



Seaport: The dock leads directly into the Seaport so everyone and everything that comes off the dock gets a wary look from my guards. (Most of whom are orcs.) Anything or anyone that looks suspicious is taken into an interrogation room and questions are asked. If the visitors don't seem too dangerous, they'll be allowed to leave, but they may be carefully watched by my goblin spies, who know how to stay in the shadows.



1) Main Terminal: This area of the Seaport building has a tall ceiling a little over two stories. On the upper part of the south wall is a large painted map of the seacoast that shows the nearest ports within a few days' journey. Nearby a chalkboard lists the arrival dates of ships that are due in. Most of the arriving



boats, though, are not posted on the board and their arrival times are unknown. If you are looking for a specific ship, ask one of my customs agents or a local on the dock. They usually know when a ship is due to arrive. There are benches in the central lobby where passengers can wait. There is a small snack shop in the corner that will have drinks and some dry foods you can purchase. But this ain't no restaurant, so don't expect hot food or anything fancy.



2) Harbor Master's Office and (Security): This area of the Seaport includes a counter for incoming arrivals, a security area with several cells, a very small armory, and the Harbor Master's office. Any new arrivals to Trapsylvania that come into the port will have to go into this area to get travel papers that allow them to visit. Troll guards at the main doors make sure that everyone has the proper papers. Highly suspicious or law-breaking visitors will be held in a cell until Kema Matar, the Harbor Master, decides what to do with them.



3) Mariner Supplies: On the other side of the Seaport terminal, across from the snack shop, is a larger store that has parts and supplies that you might need while operating a boat. These include things like rope, sail cloth, oars, lamp oil, paint, brass fixtures, tools, floats, buoys, fishing tackle, and similar utilitarian items. The store is run by Kema Matar's wife, Tika, a dark-haired attractive dwarven woman.



4) Boat Repair Dock: This outside area located up against the docks and the Seaport building is where major repairs are done to any boat in need of repainting, refitting, or other restoration work. Two dwarves and a half-orc work here and spend most of their time working on my yacht, the *G.T. Barracuda*. They also work on the local fishing boats and ships that come in with emergency repairs. I make sure they charge for any of that work, making me a tidy profit. They also have a small workshop fully outfitted with tools, boat parts, supplies, and workbenches. When things are really slow, they fix up the seaport and dock.



5) Traps Bazaar Outlet Store: Some of you may remember my classic *Traps Bazaar* tome published eons ago. Well, this is where the original franchise was built. This large store is chock-full of numerous trapped items and plans for building your own traps in any location you desire, as long as you can afford to purchase them. o I've included a couple maps for you (see the end of this section), but the 80-page book—also found in the deluxe edition of my Ultimate Collection—will give you a better idea of what's in stock.



6) Hovel of Old Mags: On the far south outskirts of the village is a ramshackle hovel of the village's last known original resident. (See character description of Old Mags, below, for more details.)



7) Seaport Barracks: The troll and orc guards and workers have to live somewhere, so I had them convert the old village meeting hall into barracks for my troops. We had the whole building reinforced with extra walls and bars on the windows so that the place is secure should there be an invasion or attack. Twenty-four troops are billeted here. There is a mess hall, and each room houses



two orcs. There is also an armory and a lounge where the boys can relax a bit. Every so often I send the Trollish Bikini Team over to entertain. The guards that live here are stationed to guard the seaport down to the swamp entrance and over to Lake Grimtina. They keep an eye out for anything out of the ordinary. If anyone is having too much fun or stealing too much, their job is to put a stop to it. Visitors are not welcome at the barracks, so unless you are a sexy-looking orc gal, delivering rum, or are reporting an attack, stay away. I should add that most of my trollish guards prefer to live under a tree or under the docks, so you might run into them if you are sneaking around at night. I'd be careful if I were you...

8) Dwarf Hall: There are about twelve dwarves that work around the seaport and most of them dwell here. This building used to be a church, but we added walls inside and turned it into living quarters. The dwarves liked the cellar and the stained glass windows so it was a good fit for them. Like the orcs, there are mostly two dwarves to a room. There is also a small armory and a common room where they can get drunk and yell at each other. This stone building is less fortified than the orcs' barracks and more resembles a group home than a barracks.



9) Harbor Master's House: I think the only dwarves that don't live in the old church are Kema and Tika. They occupy one of the few houses that weren't burned during our invasion (see map). They seem pretty happy there. I suspect at some point we'll be seeing baby dwarves scampering about the place. (Ugh — perish the thought!)



10) Grim's Tavern: Due to popular demand, I allowed one of the dwarves to reopen the one tavern in the village that wasn't destroyed, and he named it after me in gratitude. Ships bring beer and other spirits along with a limited menu of easy-to-keep and prepared foods that pass as meals. (Usually fruits, salted meats, and dry biscuits.) It's the closest thing to a restaurant save the dining room in my castle. Humans are tolerated, as many of the crews from the ships that dock at the seaport come over to wet their whistles. Fights often break out between the orcs and dwarves after both sides have had too much to drink, or if the humans get too bothersome. My advice: don't stay too late.



11) Boarding House: Half a dozen other workers live here, including the tavern owner and at least one of the boat repairmen. Who is living there at any given time changes as men get married or move on to better positions – or I have them executed for poor work habits.



The Ruined Hovels: These remaining abandoned and burned homes were once part of the village known as Merlinville. Most of these are partially or fully burned. Some are just ruins, while others could still be occupied with a little work. Anything valuable has been taken long ago, but you might find a few useful items among the debris. Some of these places might make good hideouts, while others are deathtraps and could easily collapse if the wrong timber is jostled.





Further South: If you go about another half mile south of the seaport, you'll come to the swamp and the moldering remains of a very primitive village that was once inhabited by a tribe of what we call Pictsies. There's more about that location in **The Fetid Swamp** section of this guidebook.



Further North: Past the rocky bluffs of the seaport is Lighthouse Beach, a sandy piece of coast. About a half mile north of that the cliffs return. Atop one of these is Otto's Lighthouse and the entrance to Grimscales' Grotto. See the **Lighthouse & Dragon Grotto** section for more details.

CHARACTERS YOU MAY MEET



Harbor Master Kema Matar: The head custom agent and in charge of the Seaport. A white-bearded and husky dwarf, he has little patience for complaints or trouble and I have given him permission to keelhaul or shanghai anyone that he feels needs it. So I wouldn't bother him if I were you. He has an office next to the interrogation rooms that gives him a good view of the docks and the seaport lobby. If he sees anything "funny" going on, he'll quickly send the guards out to take care of it. Kema is all business and expects to be treated respectfully. He usually wears a dark blue vest with epaulettes and a brass Harbor Master badge on his chest.



His small office is cluttered with papers, charts, and various confiscated items that were taken from passengers who crossed him and paid the price. Hidden in the back wall is a safe filled with more valuable items, mostly jewelry and gold that he felt were being smuggled into or stolen from Trapsylvania. Every so often he presents it all to me, but I usually let him keep most of it as a bonus for doing a good job. He is often accompanied by a troll guard named Turnscrew.



Turnscrew: This troll is about seven feet tall and all muscle. Although he's not too bright, he's very loyal and very powerful. Certainly he could snap a man's neck with just a squeeze, if Kema were to tell him to do so. He says little and lets his fists do the talking. Turnscrew also carries a large scimitar, should he need to engage anyone in battle.



Tika Matar: A dark-haired attractive dwarven woman who runs the Mariner Supplies store located in the Seaport.





Though much younger than her husband Kema, Tika has an equally short fuse if she is annoyed by any customers. To make matters potentially worse, her husband (the Harbor Master) is insanely jealous and if he sees any male customers paying too much attention to his young bride, they are in for some big trouble.

Old Mags the Witch: On the far south outskirts of the village lives the last known original resident, “Old Mags.” She’s a repulsive old hag who wasn’t popular when the village was filled with humans. She’s mostly human, but she’s also part orcish, and was shunned by the rest of the villagers. She didn’t seem to mind the place being invaded by my mostly-orc forces and cheered us when we took over, so I let her stay in her hovel with all her cats. Because Old Mags was here long before I arrived, she knows the history of the area. She remembers when the Pictsies thrived in the swamp and claims that Murk the Orc was her uncle. From time to time, I’ve consulted with her for information about past events. She doesn’t know where Murk hid his treasure, but she knows all the local lore. She also knows how to create healing potions and useful ointments using local flora and fauna. If you can stand the smell of her filthy home, she’s worth a visit. She’s a bit senile and breaks into laughter when nothing is funny, so be prepared. My orc guards think of her as their “Grandma” so if anything bad happens to her and you’re involved, you won’t live long.



SCENARIO IDEAS

A) Contraband: The adventurers arrive by ship, and while going through customs checks one of them is found to be carrying in an Anti-Troll mystic powder, a substance that could kill trolls if it just came in contact with one. The Harbor Master and his guards immediately arrest the whole group, except for one member who was overlooked. Perhaps the character hid on the boat, was in the water, or was flying high above when the rest of the party was captured. It will be up to this one person to try to figure out how the Anti-Troll powder was there (was it a frame up?) and to try to find a way (whether through diplomacy, bribery, or a breakout) to free their comrades.

B) You Gigolo!: While in the Mariner Supplies store, one of the handsome members of the party flirts with the attractive dwarven woman behind the counter. Unfortunately for him, she (Tika) is the wife of the Harbor Master (Kema) and he sees the whole thing. He and his troll guards take the offending casanova into a back room and give him a good beating, take his belongings, and then throw

him out into the street. As luck would have it, the Harbor Master has taken their only treasure map to Mad Murk the Orc's treasure hidden somewhere in the swamp. Can they figure away to get that map back before the Harbor Master turns it over to me? No doubt he probably put it in that safe in his office. Perhaps some late-night burglary is in order. But be warned, there are always guards in the Seaport.

C) Ask the Cat Lady: This scenario might be used as an alternative if the party is unable to get the treasure map back, or as a way to start an adventure for the party.

After asking around, they learn about Old Mags and her being the last resident who was around before I took over these lands. If they can be kind to her for a bit and do her a few simple favors, she'll tell them about the treasure and where she thinks it is. But the party will have to take her with them and give her a few select items from the treasure that mean something to Mags. She's looking for personal belongings that were owned by her father (small statues, a ring, and a diary), so they don't have a lot of value to anyone else.



BONUS - MAP OF TRAPS BAZAAR OUTLET: Ground Level

1) Entrance: You can leave your mount in the convenient stables, located on the northwest side of the building, or you can buy some horses here (50 gp each).

2) Commercial Order Desk: If you're shopping for your local dark army or wizard's guild, please fill out the credit application available at this desk.

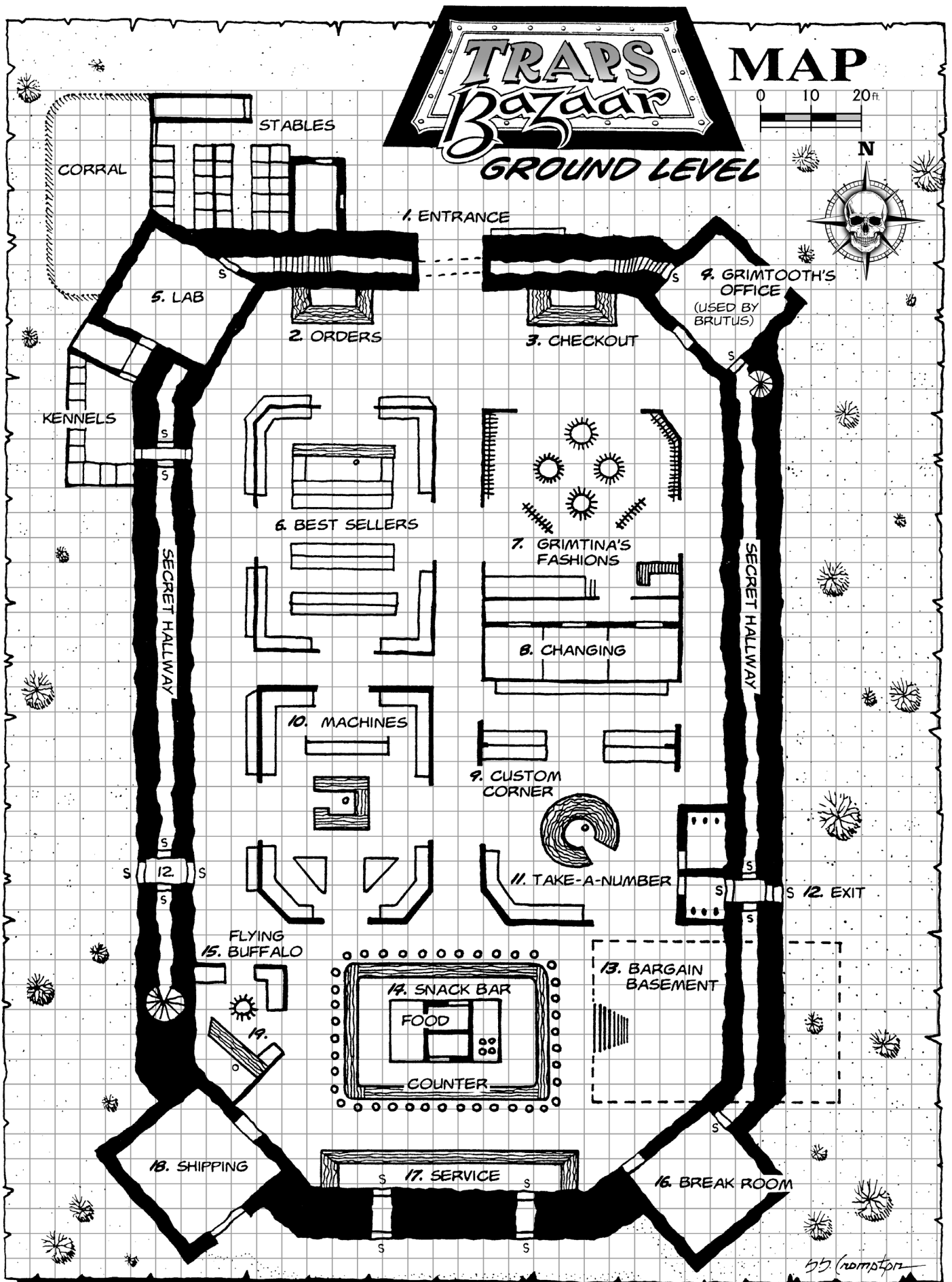
3) Check Out Counter: One of the less enthusiastic orc army camp followers is here to check out your purchases. She may check you out, too.

4) Manager's Office: The contents here are none of your business, but if you're really curious, you could try to break in after hours. My manager, Brutus, might not like it though. Two secret doors lead to the hidden hallway that runs around most of the Bazaar. Only me and Brutus know about the hidden corridor.

5) Research Lab: You may hear some alarming noises from behind these closed doors. Professor Groodni conducts some special experiments here on new products we'll be selling in the Bazaar. Come on in and be a part of the experience!

6) Grimtooth's Best Sellers: You'll find select magical items, booby-trapped weapons, and other dungeon delver-trapping lures.

7) Grimtina's Fashions to Die For: Racks of tempting outfits for adventurers, designed by my kid sister. Don't miss the afternoon fashion shows where prisoners are forced to model these deadly designer clothes.



8) Changing Rooms: Fitting rooms are provided for those compelled to try on any of the attire from the clothing department. You can admire yourselves in the full-length mirror provided in each booth. Some customers have complained that they've seem eyes peering back at them from deep within the mirrors. Must be a trick of the light...

9) Custom Corner: This section of the bazaar contains one-of-a-kind traps from the Grimtooth collection. You won't find any bargains here. These specialties are rare and expensive.

10) Infernal Machines: State-of-the-art traps from the Research Lab. Some of them may not have all the bugs worked out yet, so take these home before you start pushing any buttons or pulling levers. Some have exploded—accidentally, of course.

11) Take-A-Number: Really, this is set up to be a trap. Take a number (which is random) and then you start waiting...and waiting. Numbers come up on the big board but they never seem to be YOUR number. (I love this gag!)

12) Secret Emergency Exits: I had these installed in case a fire or major attack breaks out. They're for the employees to use, but a skilled delver should be able to find the hidden pressure plates that open these passages.

13) Bargain Basement: Don't overlook what's in the basement. Down a flight of stairs is a dank cellar showcasing items for the shopper looking for a deal. These are oddball traps and sales items being cleared out at a discount. (*See the map and descriptions on the next two pages.*)

14) Snack Bar: A food booth where you can get Grimtooth Ale and the world-famous spicy Flying Buffalo wings. Free salmonella with each order!

15) Flying Buffalo Pet Shop: In this area, we have glass cages stocked with some of the small creatures indigenous to Trapsylvania. Take home a baby swamp-shark or death-frog—they make great pets... for your enemies!

16) Employee Break Room: This chamber in the back is reserved for my trusted employees and includes a fire pit for cooking, a table and some chairs.

17) Customer Service Desk: So you don't like that trap you bought, huh? Then take it up with the helpful fiends at the counter. They will cheerfully listen to your complaints. In fact, they usually get quite a giggle out of your hard-luck stories. Once you bought it, though—it's yours. NO RETURNS. Now beat it!

18) Shipping and Receiving: You'll find packing crates, straw, nails, and a cheery selection of gift wrap in this back room. We'll ship your purchases to points near or far. Depending on the size of your bribe, your merchandise will be promptly shipped or left to languish in a corner.

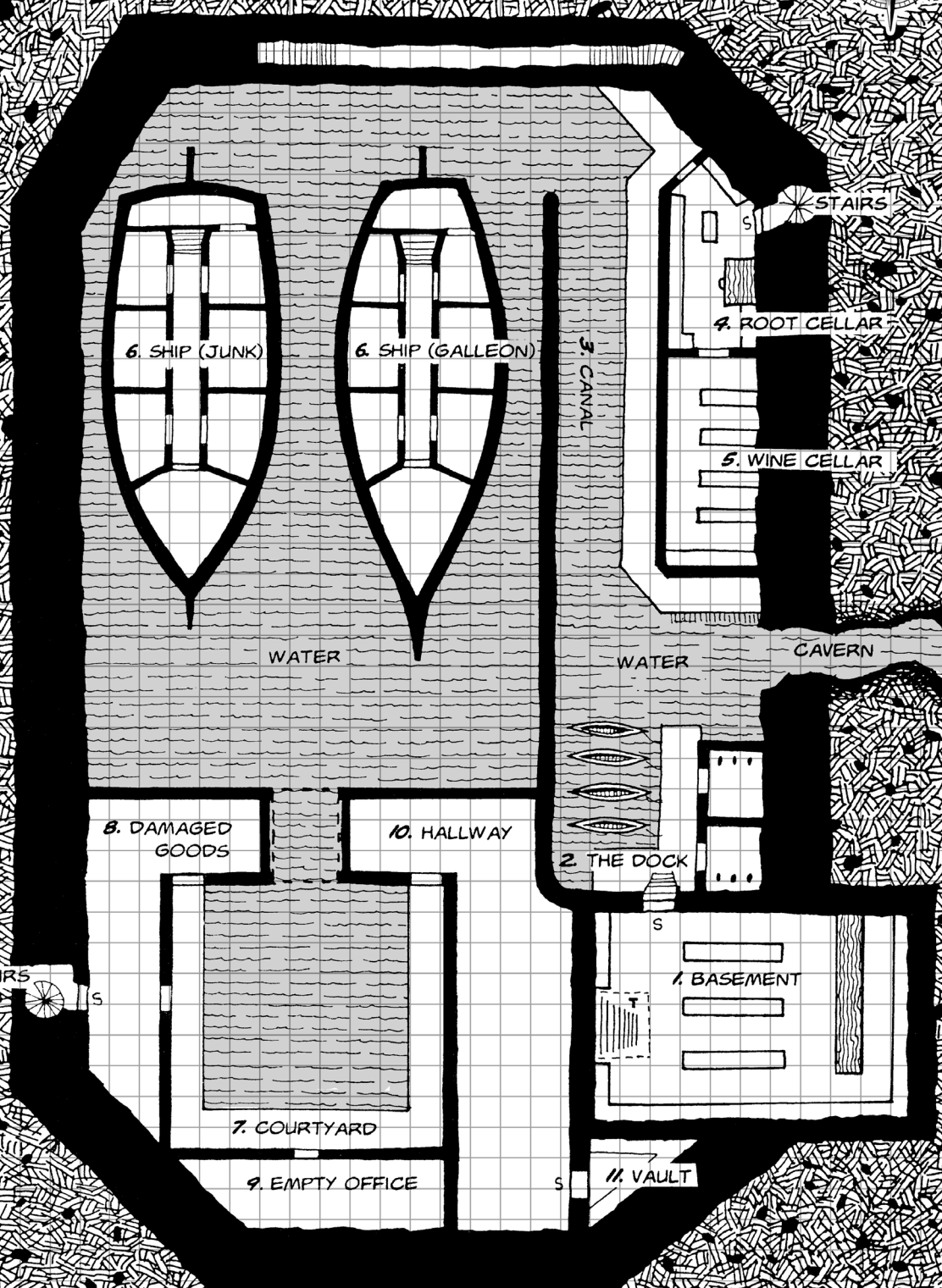
TRAPS Bazaar

THE BASEMENT

Half in submerged in water, the basement connects to a series of caverns that lead to my castle in Trapsylvania.

0 10 20 ft

N



BONUS - MAP OF TRAPS BAZAAR OUTLET: Basement

This map and description is for the Bargain Basement and the secret area beyond. Most adventurers never realize this area even exists, but for the few brave souls who are nosy enough to snoop around, they may find some of my lesser-known treasures. Feel free to connect this basement to your own underground location and place the Bazaar in your own world. You can be part of the franchise!

1) Bargain Basement: Down a flight of stairs are items for the shopper looking for a deal. These are oddball traps and things being cleared out at a discount, along with some other strange things and an entrance to my cavern system.

2) The Dock: This old wooden dock has several gondolas tied up to it. Against the wall behind the dock are two doors: one is marked “Humans” and the other... “Others”. That one is for trolls, ogres, lizard men, etc. By all means, use some of the restroom traps (see pages 12-13) in both of these.

3) The Canals: This section of the basement is flooded to a level of about six feet. On the east wall is a cavern entrance high enough for a fully-loaded gondola to enter my deadly cavern network beneath Trapsylvania. (It won’t get far.)

4) Grimtooth’s Root Cellar: A secret staircase leads here from the hidden hallway on the level above. There is a wall-to-wall collection of herbs, elixirs, medicines, and poisons, which are stored in hundreds of bottles. Careful—it’s all guarded by various traps (pick any from my precious Traps tomes).

5) Wine Celler: Several hundred bottles of wine are stored here for my use. Some are old, about 10% of them are poisoned or cursed, and only I know which ones are safe.

6) The Ships: One is a galleon and the other is a Chinese junk. They were placed here at Grimtina’s request. She likes boats. (Actually, she likes watching boats sink.) Anyway, the staterooms on these two ships are used as overnight rooms for friends & guests. Grimtina sometimes has slumber parties here with her pals from the Petting Zoo. You could rent a stateroom for 10 gold pieces or a bunk for 25 silver—if you know who to ask.

7) Courtyard “Lagoon”: Found just past the archway, this area is where gondolas take customers to the Damaged Goods department and the Infinite Hallway ride. The docks here are in bad shape, so watch your step!

8) Damaged Goods/Storage: All sorts of broken, old, and damaged traps, magic items, weapons, and armor are stored here on numerous floor-to-ceiling shelves. It’s a bit like a junkyard and you might find just the thing you’re looking for if you are handy at building or repairing. Make an offer if you see something you like. Old Chuckles, the orc, takes care of this department.



9) Empty Workshop: This area contains tools, repair manuals, and other equipment for fixing various broken items from area 8. The room is in disarray, so finding anything useful will take some time. The goblin who worked here recently was eviscerated after speaking to me in a surly manner. The manager is looking for a new repairman with a more respectful demeanor. Applicants should apply at the upstairs office and ask for Brutus.

10) Hallway of Infinite Corridors Ride: This hallway of columns is actually a trap to keep the curious away from my vault at the end of the hall. The hallway itself is a magical loop that tricks the visitor into believing that they are walking for miles and miles, passing hundreds of columns, when it is in fact the same 40 columns over and over again. The magic works in any direction, unless you are trying to exit the hallway the way you came in. Brutus and I have no problem walking through here, as we have special magic goggles that protect us from the effects of the spell.



11) The Bazaar Vault: I keep the sales from the Bazaar here along with particularly valuable and powerful items that are sold to select customers. The vault is locked with chains, a combination lock, and is magically hidden. Inside on the many shelves can be found powerful magical weapons, healing potions, a plasma rifle, different magical gems of various effects, and other rare and magically-charged (or cursed) items. I also have the arms from that famous *Venus de Milo* statue. I stole them just for a laugh.

These items are kept here as I have decided they are too dangerous or rare to risk leaving them out. I only show them to those whom I feel could wield and be able to purchase these items (and those individuals must keep their alliances with Trapsylvania). And remember, we do not extend credit—it's cash only!

BONUS – SCENARIO IDEAS FOR TRAPS BAZAAR OUTLET

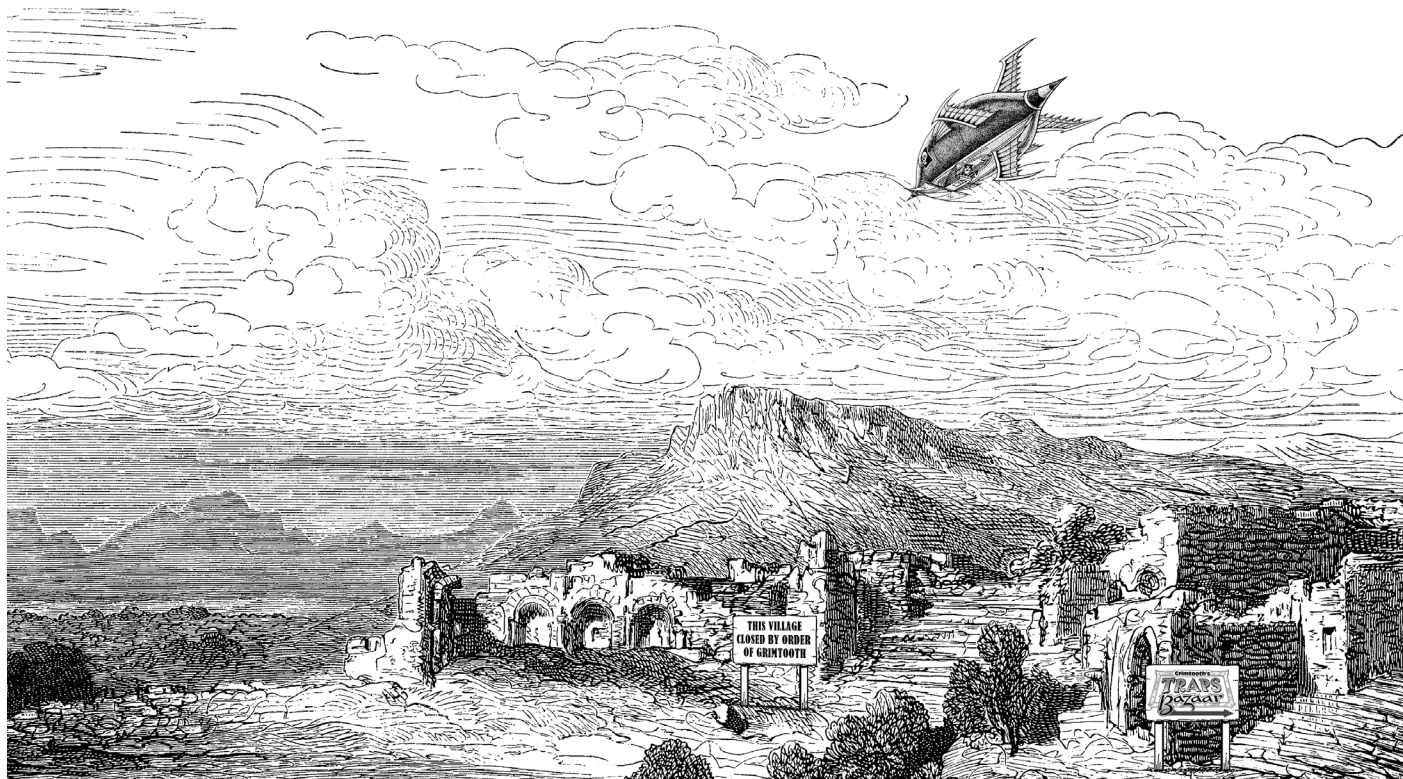
A) Break In: The adventurers are hired by an elven lord to break into Traps Bazaar and try to find my father's warhammer. Unfortunately for them, the hammer is not there. They might find a few other things—before they are killed.

B) Caverns Ho!: The adventurers take a gondola into the deeper caverns in search of the REAL Hallway of Infinite Corridors and the riches hidden there.

C) Goblins in the Cellar: While in the wine cellar, the party samples one of the wines. About half an hour later, everyone who drank from the bottle changes into a goblin. An antidote is in the root cellar, but which of the hundreds of bottles is the antidote? Grimtina, Brutus, or I will cure the group if they are willing to pay for the antidote (150 gold per person) or work for us for a while. GM's discretion on how long "a while" is.

D) We're Hiring!: Another way to get behind-the-scenes access to the Bazaar is getting hired to work there. We need a repair person and a couple of people to organized the Damaged Goods room. Younger (read: more attractive) characters, male or female, could work in the snack bar or at the check-out counter.

Okay, enough time in Traps Bazaar. Let's go to the Petting Zoo and get a bite...





0 25 50ft

LAKE GRIMTINA

RAPTOR BREEDING

HYDRA

ANACONDA

TEMPLE OF YIDHRA

AZAGOTH

KILLER KIWIS

MEGA-ELK

SNACK SHACK

MASTADON

SLINGSHOT RHINO

BIGFOOT

ROOKERY

SABER-TOOTHED FOREST CAT

SAFE HOUSE

MEGA-ARMADILLOS

ZOO ENTRANCE

BAT CAVE

WELCOME CENTER

GRIFFIN

TOUCAN SON-OF-SAM

KILLER DODOS

ALLIGATOR SHOW

INSECT HOUSE

BLACK UNICORN

OCTOPUS GARDEN

GIANT PORCUPINE

AQUATERIA

SPHINX

JACKALOPE

CASTLE GRIMTOOTH

Grimtina's
**PETTING
ZOO**

SPIKE THE GRIMDOG'S
BONE PILE



GRIMTINA'S PETTING ZOO (#2)

All right, since this is my sister's amusement for the masses, I'm going to save myself the bother and let her describe it for you. Besides, I need to check on my airship to see it's ready for a long journey. In other words, I have better things to do. - Grimtooth

Oh cool! Uhh... Hi everyone, yah it's me, Grimtina. So, like, I guess I get to tell you all about my totally gnarly Petting Zoo!

So here's how it all got started. Over the years, I've been collecting any stray animals I find while on expeditions with my brother. At first it was, like, scorpions and crabs, but then I got bigger and wilder creatures like mega-armadillos and rhinoceriouseses (or however you say that). Anyway, I had to put them all somewhere, so Grimtooth let me set up this area for my menagerie. Entry to the zoo is free – but if you want to leave, it's gonna cost you plenty (like your life, or 10% of whatever you're carrying).

You can look at the official map to see where the wild things are and some info on what the buildings are for. But don't worry, I'll give you plenty of detail about everything, so you know what places you want to visit and which ones you're gonna need acid-proof armor for. Oh yeah... I suppose I should tell you that I don't like seeing all my pets caged up, so in my zoo the animals' homes are mostly just illusions to make it look like a regular zoo. Really, my pets can go almost wherever they want, and sometimes a saber-toothed forest cat finds its way in. This is great for them, but I've discovered that it's not so good for the visitors. On the other hand, I save a lot of money on feeding costs, so it's a win-win. Besides, it makes it a much more exciting visit to the zoo. Where else do you have the chance to battle for your life to see all the exhibits? It's hella cool!

I think one of the main reason he lets me have a zoo, is so he can dump anyone he doesn't like into it and let my pets eat them. (Go figure!)

POINTS OF INTEREST *(At least that's what they call them...)*

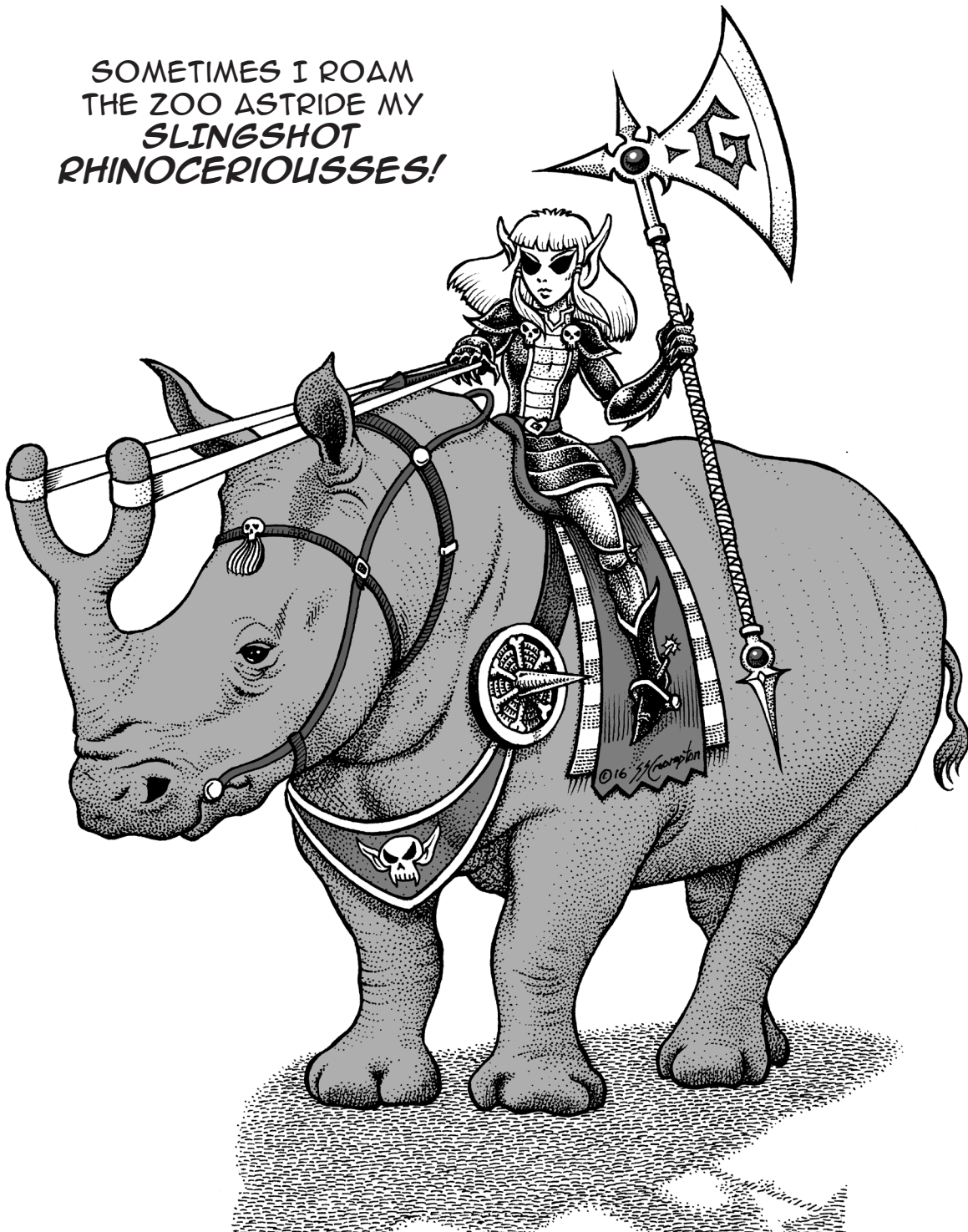
There are, like, three official ways to enter the zoo: the main gate entrance on the south wall; the bronze door that leads to Grimtooth's Castle, and the cave entrance in the northern cliff. Once you enter the Zoo, none of the doors will let you leave. Only me and the curator have keys to open the inner locks. Well... you could leave by the bat cave, and maybe eventually find a way out, as the caves travel for miles in various directions. But there are lots of nasty things down there, so I wouldn't try that if I were you.

The unofficial ways to get into my zoo include flying in, climbing over the fence, or climbing down the cliff along the north side. I don't mind how people arrive. But the entire area is protected by a one-way magic shield that doesn't allow any of the visitors or my pets to leave the zoo. Of course, the adventurers won't find that out until they try to leave. If they want out, they'll need to talk to me.

Anyway, here are the places to see at the zoo...

Welcome Center: Let's face it, this is where most adventurers are going to start a visit. Entry is free, but visitors might benefit from finding out how the zoo works and the rules that govern it. My servants will try to sugar-coat it a bit, but they will tell you that the animals are free to roam their "enclosures" (which is the zoo) and that visitors should be careful not to startle or upset the animals. They also tell them about the safe houses and maps are available for a fee of 1 gold piece. In the gift shop we also have t-shirts, stuffed animals, postcards, and other souvenirs for sale. If they are very lucky, they might run into me, and if I like them (or they have a very good reason), I might even take them on a tour – or lead them into a trap.

SOMETIMES I ROAM
THE ZOO ASTRIDE MY
SLINGSHOT
RHINOCERIOUSSES!





Aquateria: My brother came up with this idea, it's a combination aquarium/restaurant. So what you get to do is walk around and see all the beautiful and exotic fish in carefully-tended tanks, then you get to pick out which one you want for lunch! Our Trollish Bikini servers will pluck your favorite fishies out of the tanks and then my ninja chefs will chop it up into little pieces for you to eat. You can have your sea creature raw or cooked however you want. This is a must-stop on the tour, if you live that long. You might even meet my brother as he likes to have lunch here from time to time.



Bat Cave: This is one of the entrances to the zoo, but it's very rare that any visitors come this way. Mostly thousands of carnivorous bats live near the cave entrance and fly out at dusk looking for humanoids to suck the lifeblood out of. You can go into the cave to see them sleeping on the ceiling. If you wake them up, though, you'll be the first item on the menu.

Tunnels down here lead to all sorts of places, including the Hallway of Infinite Corridors, the Lighthouse and Grotto, and the rookery. (The rookery is here at my zoo, but I'll let my brother tell you about the others later.)

The bat cave also is used by orcish and trollish servants who arrive at the zoo to repair things and tend to my pets. They know the secret paths past the bats and those that lead to one of the basement levels of the castle. But most of them would rather die than spill the beans. (I hope.)



Grimtooth's Castle: This isn't really part of my zoo, but you can get here via the bronze door on the east side of the castle. Some of it is detailed in that DCC thingie, *Grimtooth's Museum of Death*. (I'm on the cover!) Anyway – you'll have to get that book if you want to get the lowdown on my brother's castle. Okay, enuff about that place...



Insect House: Uh, the big trick going to the insect house is getting past the three giant insects that are stationed nearby (a millipede, a scorpion, and a beetle). About half the time, only one or two of them are there, so that gives you a better chance if you time it right. Anyway, once you get to the insect house you'll get to see a lots of creepy-crawlies that I have collected from around the world, including walking sticks, praying mantiseses (or is it manti?), spiders, scorpions, dragonflies, and beetles. Lots of cool moths too, but no butterflies. (My brother has banned those from Trapsylvania.) The prizes of my collection are the golden scarabs from ancient Egypt. These beetles are made from living gold. I think the gods made them as servants for the afterlife. Anyway, we found some in the tombs, and now you can see them. These golden scarabs may be the most valuable things in the zoo. Each one can grant one wish if you know the Egyptian incantation. You just hold it in your hand and ask it. Mind you – if you ask it wrong, it will burn right through your hand, leaving a big hole, then scuttle away to join its fellow scarabs. I don't remember the incantation anymore, but I think the High Priest in the temple knows it. People try to steal these all the time to bring back fallen loved ones or try to be super-wealthy and stuff like that. I just like them 'cause they're cool.

Reptile House: Like the insect house, the reptile house has a bunch of lizards and snakes all in fancy glass cages. It's fun to see them and we feed the big snakes at 10am and 3pm. If you want to volunteer a body part, great. If not, we'll just feed them some rats. We have a LOT of poisonous snakes here, and in the last room we even sell vials of poison you can put on your weapons or slip into an enemy's drink. We have black mamba, cobra, viper, krait, all the good stuff. So it's worth a visit just for that. Don't get any ideas, though – all the workers at the zoo are immune to poisons. It's one of our employee benefits. We also have reptile eggs for sale, which you can cook or take home and hatch. Anything from a garter snake to a kimono lizard is available to hatch. Lots of wizards stop by here to get some of these, so they can use them in spells and stuff.



Rookery: Built to look like a chess piece, it's actually a sanctuary for my fine feathered friends. If you climb the spiral stairs quietly, you'll spot various carrion birds like vultures, condors, and at the very top, a tribe of flying monkeys! I got ten of them at the estate sale of a green witch who I heard had drowned unexpectedly a few years ago. The rookery is a great place to hide, unless of course you wake up the birds. At the bottom floor is a secret trap door that leads to a tunnel, which exits the zoo. I had this built in case I ever had to make a quick unseen exit. (Hey, it could happen – even to me.)



Safe House: After local visitors stopped coming to the zoo (because of all the deaths), we added some buildings that they can use as a safe house when they are attacked. Any building in the zoo is a safe house, but some are there just for that purpose. The curator suggested the safe houses to give the visitors a fighting chance to survive as a way to encourage them to come back. It's kinda fun to watch them dash for the buildings, while being chased... (Tee hee!) Just to be fair, we made the safe houses attack-proof, so they really will be safe. Many are pretty empty inside, so there isn't much incentive to stay there once my creatures move along for easier prey.

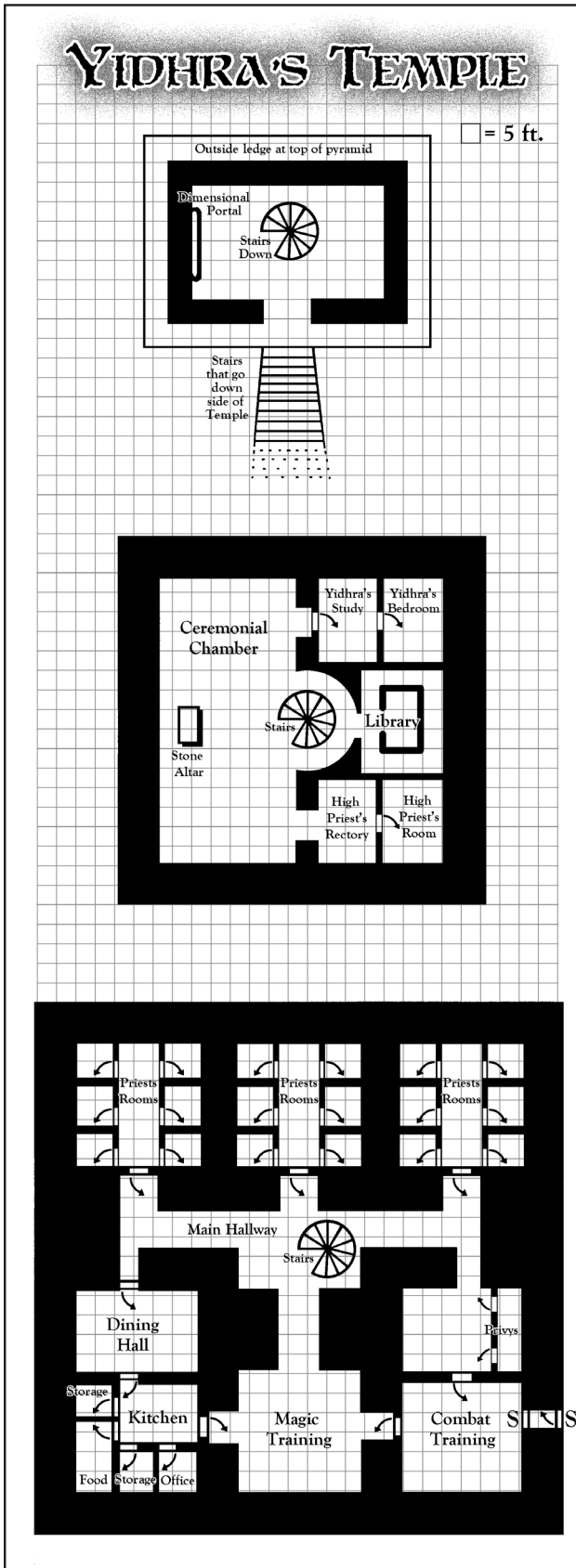


Snack Shack: Hey, every zoo has to have a place for the gang to take a break and get some cheaply-made (but highly-priced) junk food, right? There's plenty to choose from here, including rat-on-a-stick, entrail mix, hot dogs (made from real dogs, of course), French fries (made from real French), and a refreshing cup of Corpse-a-Cola, made from real...uh, never mind. Anyway, most of the menu items are only 1 gold. And there are places to sit inside and outside. Mind your hat and coat...



Spike's Bone Pile: This is located outside the zoo, but you can't miss this gigantic fifty-foot-high pile of skulls and bones that our dog Spike carried there. To be honest, we dump a lot of bones left over from our visitors too, but don't tell my big brother. It's worth a visit. Who knows, you might dig up an old friend or loved one! HA!





Temple of Yidhra: This was actually here long before we built the zoo. The stepped stone temple is very old, like thousands and thousands of years. I think it's Aztec or Babylonian...I forget. Anyway, I don't know if I'm supposed to talk about this, but see, this was Mom's temple. Dad and Mom met there. He was a young, handsome troll and she was a goddess. When I was growing up, we used to spend our summers here. Robed cultists would summon Mom and me, and then we would visit the chosen, grant their wishes, and accept their sacrifices and stuff. Meanwhile, Dad and little Grimtooth used to go camping around here, rampaging over the countryside and pillaging. Ahhh, those were the days...

There are still Yidhra priests here and they don't like trespassers. We put a sign out front that says visitors will be sacrificed. So keep out, unless you are there for a ceremony, a wedding, or a delivery. The priests can open a portal to another dimension with the right sacrifice and when the moon is full. And ol' Azagoth is nearby on guard. He sleeps until he senses he is needed or we call upon him.

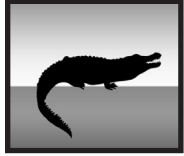
The High Priest is a strong-looking bald guy with crazy eyes and a goatee. (See *his character description below.*) He and the rest of the priests wear hooded robes. Every year when the moon is full, Yidhra does a special ceremony where she alters any priests that have done well. Slowly but surely, she has changed them and added extra tendrils, extra eyes, webbed feet, and other reptilian-like enhancements to them, so they look a bit creepy and they are more powerful than average people. The hooded priests here rarely talk to outsiders; they all carry wooden staffs that they use as weapons that also turn into an attacking venomous snake once per day. Its bite will knock you out. It's a great way to get sacrificial "volunteers."

You know, this temple is one of the reasons my brother wanted to take over this valley, that way he could keep in touch with Mom. Like, we still do ceremonies here at special times of the year, but we don't see Mom as much, since she ascended to a higher plane and other mysticky stuff. One day I suppose I'll do her job, but right now this girl just wants ta have fun!

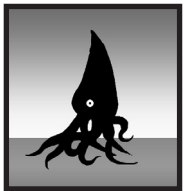
MY ZOO PETS

I'll list my main pets alphabetically and then you can find them on the map. There are other creatures (mostly smaller) that are at the zoo too, so if you think anything's missing from this list, feel free to add to it. Odds are I have one, or I will get one at some point, especially if they're creepy, kooky, mysterious or spooky.

Alligator: We have a great show here every afternoon where we feed the alligator and you get to be a part of it all. Here's how it works: anyone who comes to the alligator show to watch is totally safe. Someone who is NOT at the show will be picked up at random by my flying monkeys and brought to the show to be dropped into the alligator's pool so that: A) the alligator gets fed; B) the crowd is entertained; and C) people who refuse to come to the show are "encouraged" to attend – one way or another.



Azagoth: Azagoth is from another dimension and was summoned here by the priests of Yidhra as a guardian of the temple. I call him "Azzy" for short. He's about 18 feet tall and looks like a statue until he wakes up. He has four large tentacles endowed with sharp claws and that huge, red-rimmed, cycloptic eye, plus several smaller eyes scattered along his cone-shaped body. His maw makes a high-pitched horrifying scream and he spits acid that will eat through most clothing (but not armor). His tentacles can stretch out for 40 feet and can crush through standard metal armor. Anyone attacking me or the temple could be in big trouble if Azzy knows about it. Azzy can move, but he's not too fast. He never gets too far away from the temple – his job is to guard it, so if you run away, you'll be safe.



Bats out of Hell: They live in the bat cave and although we call them bats, they are actually called flying foxes, as that is how big they are. They have totally cute fox-like faces too. They like to eat meat and fruits, and will swarm over a person or animal and take chunks out of them until nothing but bone is left. Victims call them flying piranhas 'cause of how they attack, but no matter what you call them, they are, like, totally cute!



Bigfoot: We have a family of four running around the place. They keep the trash cans empty by eating most of the contents. The bigfoots like it here and also act as guards if anyone looks like they are up to mischief. They can't really talk, but they do seem to understand when I talk to them, so go figure.



Black Unicorn: A lot of zoos like to show off albino snakes and tigers, but I have the world's only black unicorn! These are very rare and only appear if they were born during an eclipse of the sun. I call mine "Pitch" (short for pitch black, duh). Mages and demons have tried to steal my unicorn on several occasions as it can be used for very powerful and world-altering spells. Pitch is very well-protected though, and





we have a trollish guard on duty to take care of and guard my unicorn against any danger. He has the cutest red-glowing eyes!

Giant Porcupine: One time we took the airship to a hidden land beyond the South Pole. While there, we found a bunch of animals that everyone thought was extinct. I made them bring some back for us to display at my zoo. The giant porcupine is one of them. It's about twelve feet long and if you scare it, it has quills that are almost two feet long and they travel fast enough to pierce flesh. So don't upset them. The only way to escape the porcupine is to remember that the quills fire from the back, so if you are facing it from the front, you are less likely to get hit, though it will keep trying to turn on you to fire and it only has to get sideways to hit you with some of those quills. It has pretty sharp teeth, too, so don't get close!



Griffin: Ah, my griffin... This is one of my favorites. We found it on a mountain-top in Persia, where it had been stuck by lightning. We brought it home and I nursed it back to health. Ever since it has bonded to me and we sometimes go for flights around the countryside. It is fiercely loyal and will come to my aid if I blow the bone whistle around my neck. The griffin is very powerful, can fly, has razor sharp claws, and a large eagle's beak. Mine is about 10 feet long (not counting its tail). Like dragons, it has a fondness for gold. I named him Merv.



The Hydra of Trapsylvania: With a little studying, my brother Grimtooth was able to figure out where Hercules buried the one immortal head of the original Hydra. (Yes, one of the seven heads was said to be immortal.) Anyway, he wanted to bring the Hydra back to full life so he could gather its poison, which is the most dangerous in the known world. So for a couple of years he kept it deep in his underground lair, using strange magiks and arcane science to help it grow back its body. Well, his plan worked, and now it lives in my zoo and you can see it. The Hydra is not as big as a lot of people think. It's only about 14 feet long, including the tail. But it's a very vicious creature. (Having seven heads with long, gnashing teeth helps.) Plus, if you cut off a head, two more grow in its place, so it's kind of a losing battle. (I heard about one Hydra that had 50 heads!) Anyway, it's great to look at, but don't get too close. Hail Hydra!



Insectus Giganitus: Right outside the insect house, I have these three actual giant insects you can have an "encounter" with. You can't miss them – and they can't miss you. There's a 12-foot-long scorpion, a 10-foot-long beetle, and an 18-foot-long millipede. Can you get past them and to the insect house to see the really cool smaller insects I have? They'll attack one at a time, until one of them is killed, then the remaining two will both have a go!



Jackalope: Officially, jackalopes don't exist, but I got our resident mad scientist and alchemist, Groodni the Mad Dwarf, to use his skills to create actual jack-



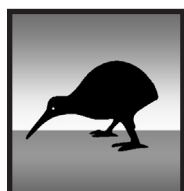
alopes. And, like, he totally did it! So now we are the only place in the world where you will find jackalopes. They're very cute, but a bit skittish and if they feel like they can't get away, they'll ram you with their sharp horns. If you stay really still and have a carrot, you can feed them. I think Groodni has a few of them running around in the Death Maze too. They aren't really dangerous, but I like'em anyways.



Killer Dodo Birds: We found these large birds on a lost island where they were the main predator. Unlike regular dodos, they have sharp teeth and aggressive demeanors and they are about five feet tall, making them formidable in combat. They don't trust people and tend to attack if anyone gets too close. Their beaks are incredibly powerful and I guess that's why these dodos survived and the peaceful ones are all dead. A lesson for us all in Trapsylvania...



Kiwi Time Snitchers: These birds are sooo cute! We have about eighty of them all together in their little "tribe." They run really fast and they have these really long needle-like beaks that they use as weapons against anyone that gets close. One of them is no problem, but if you have a dozen or more all stabbing you with those beaks, you may be in trouble.



One other thing that is totally awesome about these kiwis is that they can stop time for about 5 seconds. So if you are holding on to one of them when they do that, the whole world stops for 5 seconds, but you and the kiwi can move normally. These birds are really valuable to anyone who knows this and can figure a way to keep one at your side. To make them stop time you just have to feed them a noni berry (also known as the vomit fruit, cause it smells really bad). The kiwis love 'em though. It's a real fruit and there are some in the nearby swamp. They grow on the evergreen trees, so look for them. Anyway, I have a lot of kiwis, so if you want one, and I like you, I'll sell you one for 400 gold, but you have to promise to take good care of it.

Mega Armadillo: We went on an expedition to a lost world deep in the earth and found a lot of these old-timey creatures that most zoos think are extinct – but I have some! The mega armadillo is one of them. I found a few of these on the Plain of Tomb-Mee so I put them on our Airship and brought them back. They have these gnarly claw hands and they like to dig. If you get too close they will attack you and rip you up with those claws. Their shell protects them from most attacks – so look out!



Mega Elk: Believe it or not, there were a few herds of the mega elk living in this valley and the Forest of Doom. They are so gnarly looking that I made sure we had some in my Zoo. They are about 10 feet tall and they have these amazing antlers that are probably 12 feet across. They weigh, like, 1,200 pounds. Grimtooth is working with



some of his orcs to see if they can be ridden into battle. Anyway, we have a visitor area, where you can pet and feed them. Anyway, we have a visitor area, where you can pet and feed them, as well as some saber-toothed forest cats and woolly mammoths. We've only lost a few hands and fingers so far. (I also have some Sabre-Toothed Tigers and Woolly Mammoths here.)



Octopus: We have a very deep pool for the octopus (like 40 feet). In fact, there is an assortment of other water-type creatures swimming around in there – crabs, fish, and smaller squids. All of them are smaller than the octopus, so he sorta rules the roost. There's a ledge about twelve feet from the top and that is where the octopus has his garden, which is a lot of shells and rocks all arranged in a series of concentric circles. He moves things around every day, so people come to watch him do that. Also, every day at 11:00, the troll guards throw three people out of the castle and they have nowhere to go except past the octopus' garden. The octopus wants his breakfast, and we get to watch them try to escape. It's a great show and a lot of times the other animals and fish join in to grab a quick meal. Sometimes friends of the victims come and wait for a chance to try and save their friends who are being thrown out the castle. It's a ton o' fun!



Raptors: We even have a breeding program here to try to keep these cool dinosaurs around. They run fast and if they see anything moving quickly they like to chase after it and tear it to pieces. They have really sharp teeth and are pretty smart for dinosaurs. They run pretty fast too, like 40 miles an hour for short bursts, so be careful.



Slingshot Rhinos: *Brontotherium*, but I call them slingshot rhinos cause I often ride one and use it to hunt with. That two-pronged horn was perfect once I added a big rubber band. I don't think they make this type of rhino anymore, but I have the last herd of them at my zoo. We found them just outside of Shangri-La. These big lugs kinda get fussy at times and are easily annoyed... Hmm, sort of like my big brother, come to think of it... There's a great postcard of me riding one into battle in the gift shop. I'll take you on a ride on one for 50 gold.



Sphinx: I found this one on the Plain of Tomb-Mee. Its wing was broken and it will never fly again. Anyway, it will ask you a question. If you answer correctly you get to go free, but if you don't...oops, too bad, the sphinx will devour you. It has long sharp teeth and claws and it's immune to magic, so spells won't work. The sphinx is about 12 feet long, not counting its tail, and it can only ask questions, so everything it says is in the form of a question. Takes a little getting used to, actually. Here are a couple of questions it likes to ask, but these aren't the only ones.



Question 1: *I welcome the day with a show of light, I stealthily came here in the night. I bathe the earthy stuff at dawn, but by the noon, alas! I'm gone. What am I?*
(Answer: Morning dew)

Question 2: *Large as a mountain, small as a pea, Endlessly swimming in a waterless sea. What am I? (Answer: Asteroids)*

Question 3: *Here there is no north, west, nor east, And weather fit for not man nor beast. Where is this? (Answer: The North Pole)*

Question 4: *Some think I'm a delicacy, but athletes are itching to get rid of me. What am I? (Answer: Fungi)*

Toucan Son-of-Sam: I got this pretty toucan as a gift from my brother a few years ago. It's about the size of a cat, and has that big multi-colored bill that these birds are famous for. I soon noticed that this toucan could talk to me. It sort of would whisper to me to go out and do these really creepy things, like help little old ladies cross the street, or go out and build houses for the homeless or pick up trash. It was really scary! It also got kinda annoying, so I put it in the zoo so that visitors can experience its weird effect. Anyone who listens to the toucan whispering for a minute or so will want to be a hero and help people and stuff. They won't be able to help themselves if they stay for any more than a few minutes. Each person will hear something different, but it will appeal to their most cherished beliefs and hopes. And...the effect will last for days. I told you it was creepy.



CHARACTERS YOU MAY MEET

(Well, there's **ME**, of course!)

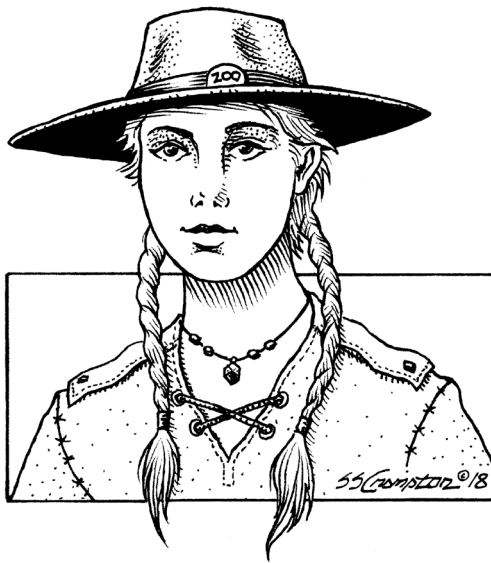
Grimtina the Trollette: Let's see... I'm in charge of the zoo, I like boys (sorta), I'm into fashion, and people say I like to tease and test most anyone I meet in various ways to see how trusting they are and if they have the same sense of humor I have. People who cross me don't last long, but every so often I will take a liking to someone and try (in my own way) to help them. Sometimes I'll even let someone I don't like go free, just to confuse them. They tell me I'm very chaotic, but everything I do has a reason (*at least as far as I'm concerned*). I'm at the zoo most days, but you might not see me if I'm busy. Well, sometimes I'm on an expedition.

Holly Marshelle, Zoo Curator: Holly has blond hair tied into two braids on either side of her face. She wears beige safari clothing and sometimes wears a broad-brimmed brown hat. Holly takes care of the day-to-day matters concerning the zoo. I hired Holly because of her many years of experience with training dinosaurs and other strange creatures. I found her alone in the same lost world I found the raptors. She was the last survivor of a routine expedition that took a wrong turn. She works very hard, is devoted to taking care of my menagerie, and she's used to seeing lots of people get killed – those are all things you need to work



1 to 4
skulls or
a heart.
You never
know!

(This is me in my Zoo outfit. I took my old GhouL Scout uniform and customized it. Pretty cool, huh?)



at my zoo. Holly wears a necklace with a small glowing purple gem on it. This works like a magic force shield and protects her from animal and delver attacks (for the most part). The shield won't protect her from prolonged heat or intense cold (like, not more than a minute of either). Otherwise, she's going to be hard to beat. Oh yeah – she always carries a big dagger, and she knows how to use it!



Barzai, the High Priest: Barzai is a strong-looking bald guy with crazy eyes and a goatee. Barzai is very devoted to Yidhra and he's known me since I was just a kid. We used to do sacrifices together back then, and he showed me how to use Yidhra's vault key as a dagger. He wears his around his neck as a decorative symbol (mine is tied to my belt). He has some magic spells he can cast as well, if anyone attacks him. He can send a spell that makes people double over in pain and can create an illusion that makes people think they are turning into reptiles. They think they are growing scales, webbed hands, and a tail. That spell freaks a lot of people out. Occasionally someone tries to steal his key, as it is rumored to open a treasure vault filled with jewels and stuff. He knows where this vault is, but is not going to easily reveal that, or even admit the vault exists. (See the Hallway of Infinite Corridors for more about that vault.)



Trollish Bikini Zoo Crew: About a dozen of the Trollish Bikini Team members work at the zoo when they aren't in a volleyball tournament. They love taking care of the animals and working as servers and salesgals at the various shops



in the zoo. These are very attractive trollettes, but don't let that fool you – these troll gals are incredibly fit and are quite capable of taking out anyone who causes trouble. They've also been known to keep some of the animals at bay when they get a little too boisterous. They do like to feed the animals though, so you will often see them doing that.

By the way, most of the grunt work and clean-up stuff at the zoo is done by Grimtooth's orc and troll minions who came from the bat cave. So my gals won't be doing that stuff – they're more about public relations. So you'll run into trolls and orcs at the zoo too.



Yidhra, Dream Witch Goddess: Appears as a beautiful woman with pure white skin, with powers of illusion, life drain, invulnerability to damage, and immunity to magic. This is just one aspect of Yidhra, though – she lives simultaneously in different forms on several planes of reality. She can make you fall into a sleep and has incredible illusion powers. She can make you believe you are in a different place and talking to people from your past. She can also create a portal that allows her to escape to another dimension if she thinks she is in danger. Her height and inexhaustible strength make her an excellent fighter. She prefers to use a pair of long mithril daggers, one in each hand. When she attacks it almost looks like she is dancing and some opponents have become so involved in watching her lithe, rhythmic movements, they forget that she is intending to kill them. *(Editors Note: there is more about Yidhra in the next section.)*

SCENARIO IDEAS

Yeah, well, there are like a gazillion scenarios you can run with my zoo. I'll list a few here that should trigger more ideas even for you human types. These are things that have happened before, so I'm sure some bogus dirtbags will try again.

A) Get that Animal!: A very powerful mage has sent the party on a quest to go to the zoo and steal the black unicorn. This scenario can be run with many of the rare creatures in my Zoo. A collector might want one of the killer dodos or a bigfoot. An alchemist might want one of the kiwis or a head from the Hydra. Obviously, the bigger the animal, the harder it will be to steal it, unless they can shrink it down to size or teleport out. Note, though, that many of the animals are resistant to such spells. There is a 75% chance that any of the rare animals cannot have transformation or teleportation related spells cast on them. Plus, I have that one-way shield around the place to stop losers from leaking out with my pets. (I'm not that dumb, you know!) Oh, and any jerks caught in the act of stealing animals will be FED to that animal, unless they can come up with a very good reason to not be...

B) Open the Temple's Portal: So, in this scenario, the adventurers really want to get to the temple so they can open a dimensional portal. There are several reasons why they might want to do this. Maybe they have a cursed item that can only be disposed of by sending it to another dimension, or maybe one of their group is a princess from this dimension and they want to help get her back home. A third reason might be that they all want to summon my mom, Yidhra. Maybe they want to offer her something or ask a favor.

The trick is getting into the temple, past Azagoth, and activating the portal without getting caught or killed by the priests. (There are about 20 priests there and they all know how to use quarterstaves and spears.) The priests are very loyal to

Yidhra (and me!) so none of them are likely to betray us. However, you might be able to convince me or one of the priests to allow them to use the temple under the right set of circumstances (like saving the world or helping Yidhra, for example). Anyhow – I could write a whole big adventure about Mom's temple, but for now, just get Goodman Games' *Dark Tower* reprint and adapt that.

C) Escape!: The adventurers stumble into my zoo and then discover that they can never leave...or can they? They might be able to find a way to escape without being eaten, but it won't be easy. I might let them go if I find them appealing enough, or if I send them on a mission. Maybe they know where a really cool animal is and I'll let them go to get it as long as one of their party stays behind. Or maybe they figure out a way to escape: change into mice and sneak out; use the portal; get the key from me or the curator; convince us to let them out (it happens); dig out; start a riot; try the caves; or maybe they can figure a new way out – you never know... Oh, and by the way – my mystic shield goes under the ground for, like, 100 feet, so digging out won't be a cake walk.

D) Get the Key: You recently rescued a blond young maiden named Annabelle in the Forest of Doom who was about to be eaten by a bear. It turns out Annabelle was meant to be sacrificed at the Temple of Yidhra and she spent some time there as a slave. She learned that somewhere beneath the temple, there is a hall of columns and a pit that leads to a treasure vault filled with gems. She also knows that Barzai, the High Priest, wears the key to this treasure vault and that if you can steal the key, and find the vault, you can have all the riches you could ever desire. She's not that interested in the treasure, but she wants the High Priest to be killed out of revenge for the slavery and terrible ordeals he put her through. Annabelle may or may not go with the adventurers based on their charisma and if they want her to go with them. She is not the best fighter, but she knows the layout of the temple and where the priest's guards usually are stationed. They could pretend to be bringing her back for a possible reward as a way to get into the temple. Annabelle doesn't know that I also have a key... If you want to add a twist to this story, Annabelle could, in fact, be Yidhra – who is looking to find worthy mortals for a mission...or just toying with them.

E) Join Me: If I like ya and you have some gnarly skills, I might be willing to let you join my merry band of zoo keepers and mercenaries to take care of my zoo, or help find new creatures. Joining my ranks won't be easy, though, so you'll have to prove your worth. Maybe by saving me or some of my other minions, or taking care of my pets, even when they are attacking you. I mean, really, they are very rare – some are technically extinct. So, which are, like, totally more important, them or you? Show me you know the answer to THAT question and I'll be your BFF. I'll even maybe let your grody friends live. Being a cute guy might help too...

Okay, well, that's it for me. I might show up elsewhere in this book, but not if my big brother can help it. Hope you have a lot of fun and remember – at MY Petting Zoo, we let you get close and personal with the animals. You even get to feed them! What other zoo can promise that? See ya... Wouldn't wanna be ya!



GRIMTOOTH'S PARENTS

Yidhra, Goddess of Dark Dreams & GrimFang the Troll King

Hmmm... I see my sister made mention of our mother, Yidhra. It seems only fair that I also give you a little history about our father, Grimfang.



Grimtooth's
Parents
- NOTES -





My father, Grimfang was a great troll clan leader, a king without a kingdom. He blazed a trail of death and pillaging across the lands in this part of the world. He and about 50 other trolls lived off the land like nomads, moving from place to place, taking what they wanted and killing any who got in their way. They were quite the terror to humans, elves, and dwarves.



At some point they came across Yidhra's Temple, which was under attack by an elven battalion. The trolls surprised the otherwise busy elves and defeated them. Yidhra rewarded the trolls with various magical weapons and healing potions.

Having a common foe of elves, Yidhra's priests and the Grimfang's troll clan soon became allies. In time, Yidhra and Grimfang grew to trust and respect each other, to the extent that either of them was capable of such feelings. They also both wanted strong heirs, and each saw the other as a worthy progenitor. So, after the appropriate ceremonies under an eclipsing moon and a wait of thirteen months, I was delivered onto the world. I was the perfect mix of trollish bloodlines and the power of dark gods. Several years later, under similar circumstances, Grimtina was brought forth. (Well, they can't get everything right.)

There's a portrait of our parents on the previous page that one of my artist slaves created when they were at her temple. Ah, days of gory glory they were...

Anyway, the Grimfang clan was too used to their nomadic lifestyle to stay in any place for long, but returned to the temple every spring season to renew their ties. I traveled with them through most of my younger years, learning the trade of death-dealing and simple strategy. Grimtina rarely saw Father and spent most of her time at Mother's side, probably goofing off. I saw Mother whenever I was at the temple and it was during those visits that she taught me many of the eldritch spells and rituals that helped me merge mechanical traps with magical enhancements. It's one of the keys as to why I am the world's greatest designer of traps.

Grimfang (and Yidhra) wanted me to achieve far more than the wandering lifestyle of a pillager. They sent me off to join the war college to learn more of strategy and engineering. After school I joined the trollish army in the great war against the elves and humans. It was during this period that I applied some of the traps and tricks Father had taught me and what else I had learned, against enemy forces. I began to expand on those ideas and learn even more and the rest... Well, the rest is history.

It was while I was away that Grimfang and most of his clan fell to the attack of overwhelming forces of eleven archers out on the Plain of Tomb-Mee. His body was never recovered, but the few survivors of that great battle told me of his brave last stand. I vowed revenge and with my sheer force of will we trolls ended the war, carving out a large section of these lands for ourselves. My forces took the area around Yidhra's temple, and I named this new realm Trapsylvania.



WATCH YER
STEP! IT'S
MUCKY!



Grimtooth's

FETID SWAMP

MAP KEY

0 100 300ft



Swamp
or Marsh



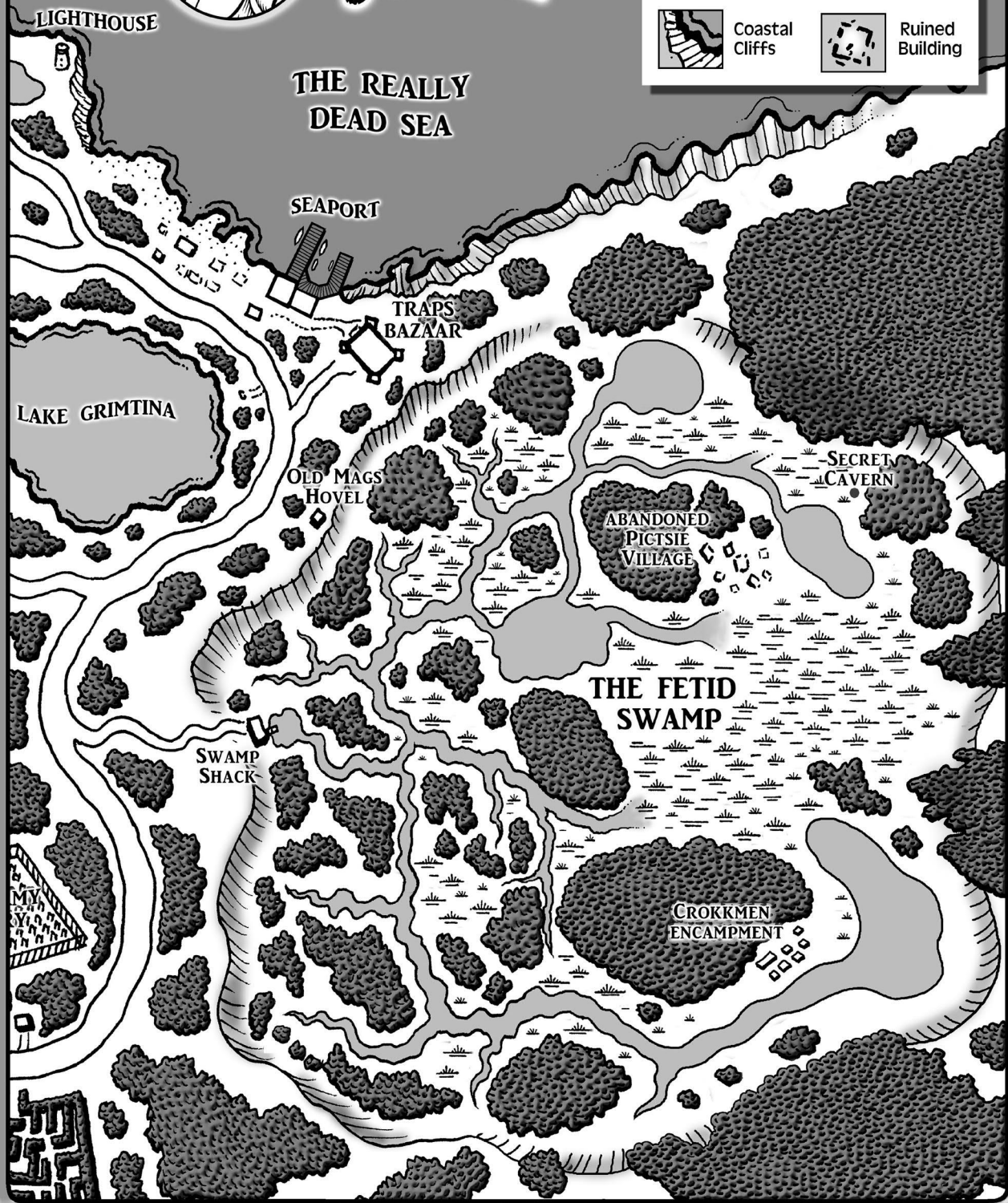
Stream
or River



Coastal
Cliffs



Ruined
Building



THE FETID SWAMP (#3)

The northeastern edge of Trapsylvania is warded by an amazingly odorous swamp full of poisonous reptiles, blood-sucking leeches (and I don't mean the quacks who pretend to heal wounds for a fee), the ever-ravenous *crokkmen*, and friendly freshwater squids. Although the water is not all that fresh, at least it isn't salty. In this beautiful boggy parkland where the fragrant yellow fog hangs mere inches above the murk, imparting the delightful smell of sulfur to all things, this place where the ancient fairy magnolia trees are festooned with the blood vines and where the lunging lotus flowers lurk between loathsome leaves, I like to put on my water wings and take a break from mechanical devices of destruction and just watch how nature kills its victims.

Speaking of victims... On the north side of the swamp is the ruined village, once inhabited by a tribe of slimy **Pictsies**. These primitive humans were masters of their watery environment until the **Crokkmen** migrated into the area.



Crokkmen are also natural denizens of swamps, lakes, and rivers. Picture a crocodile that walks like a man, adorns his body with braided fiber belts, and carries weapons. Crokkmen are reptiles, a form of lizard man with more than lizard intelligence. They are the most carnivorous creatures imaginable, and they are always hungry for meat. They eat their own dead and will often kill their own wounded, but not so long as there is anything else to ingest. Their hides are brownish-green and scaly – tough enough to turn a blade that isn't strongly driven. Their arms are short, barely reaching the mid-section of their bodies, but their hands are oversized and extremely strong. Crokkmen have three long fingers and an opposable claw-like thumb on both hands and feet. They have long, snouted heads with two yellow eyes that protrude from the top of their skulls. Their gaping gator mouths can be as big as two feet long, and a full-grown crokkman may extend ten or twelve feet from snout to tip of tail. They have strong powerful tails that extend from the base of the spine, and are used primarily for swimming. Crokkmen females lay clutches of eight to sixteen eggs as often as four times a year. A crokk mother will protect her children fiercely up to the point where the child succeeds in biting her. At that time the young crokk is kicked out of the nest, and if lucky, it will join a warrior gang as a junior member. Child mortality is high among crokkmen, but those who survive are the toughest and smartest of their kind. A crokkman male is considered to be adult when he finds his own weapon – no matter how he obtains it. Crokk females are considered adult when they lay their first clutch of eggs. The crokkmen live in muddy caves dug into riverbanks, but the ones in my swamp have taken to living in the outer sections of the ruined village at the north end of the swamp.



Pictsies could have probably gotten along with the crokkmen if the lizards weren't so intent on eating them all the time. To crokkmen, the humans were just another good source of meat. The crokkmen have neither language nor culture. They don't make ornaments. They don't sing songs. They don't even seem to have names. They hunt, kill, mate, and gorge themselves whenever possible.

They sound like animals, but they braid belts, carry weapons and obviously value them, and they work together to kill their prey – they are very smart animals. I believe they have a kind of lizard telepathy that lets them work together, almost like a hive mind. They are also absolutely fearless.



The Pictsies and the crockmen battled it out for years, but the reptilians eventually prevailed – chiefly, I think, because they could eat the Pictsies, but were too tough and noxious for the Pictsies to eat them. The Pictsies lasted as long as they did because they had a shaman named Mad Murg who created all sorts of magical traps and weapons for his people. The village is still littered with old charms, magical traps, and anti-crokk propaganda scribbled on the walls. Rumor has it that Mad Murg had an extensive treasure trove that he had hidden away under one of the hovels – probably his own. The Pictsies are all gone now, but they left behind a few interesting artifacts. Here’s a list of things to look for – things *I will buy* from the enterprising explorer.

Pictsie paint: A thick blue pigment that not only protects the body from swamp parasites, but also adds that delightful rigor mortis hue to one’s complexion. And it fits right in with my natural complexion. *I’ll pay 3 gold per small bottle.*



Pacification potions: An oily brew made from sleeping turtle gizzards, deadly nightshade, and black bogberries. I suppose a competent alchemist could brew the stuff on his own, but why bother when there are jars of it concealed around the village? I think Pictsie parents used it to keep their children in line, poison vermin, and put swamp creatures to sleep. *I’ll pay 5 gold per jar.*





Crokktooth jewelry: The best pieces are the great crokkclaw breastplates made from the hind feet of crokkmen and worn as a kind of shield over the human chest. The necklaces made of crokk fangs strung on copper wire look fine on any savage breast or neck. The crokk skull cups adorned with swamp oyster pearls really help a person drink in style. *I'll pay 100 gold for a breastplate or a skull cup, less for smaller items.*



Swamp bombs: Gourds filled with a chemical that explodes into fire when exposed to air, especially moist swamp air. These are minor weapons that would not do much against a troll, but are effective enough against crokkmen and humans. The gourd containers are usually black or deep dirty gray, and marked with red dye. *I'll pay 10 gold per bomb.*



Squid ink: Oddly enough, the savage Pictsies had a form of writing – mostly drawing with a few known hieroglyphs – and they collected live squids and milked them for their ink. Injected with a small amount of fairy magnolia sap, the ink will last for decades before drying up and turning to powder. Even then, a bit of water will restore it to its natural inkiness. *I'll pay 2 gold per small bottle.*



Noni berries: *Grimtina will pay 2 gold for 100 noni berries*, which can be found on evergreen trees that grow on a small island in the middle of the swamp. Apparently she feeds them to kiwi birds in her petting zoo. The green berries have some faint magical properties, the details of which only Grimtina knows.

CRITTERS IN THE SWAMP

My fetid swamp is one of the most prolific places on the planet. Prolific. . . and pro-deathic! Is that a word? It is now.

Let's move up the food chain in describing what swarms out there. First there are the insects – billions and trillions and zillions of insects. They swarm in clouds of flying death. From the tiniest of gnats to the dreadful dragonflies – dragonflies so big that real dragons are almost afraid of them. My dragonflies breathe real fire, just like dragons. Luckily, there aren't too many of them, and they spend a lot of their time flying over the ocean hunting for whales to eat.



You won't find many birds in my swamp. The bugs ate them. One of the worst scourges are the **mosquito-moths**. They look like beautiful flutterbyes, but when they land on you, sink their proboscis through your skin, and start draining your blood, you will soon tire of their beauty. They roam in swarms of a million or so, and seem attracted to anything with skin.



Then there are the **giant mosquitos**. They aren't really giants; they hardly ever get larger than one or two inches long, but when a swarm of 1,000 or so head in your direction, you are in trouble. Luckily, smoke will keep them away. I have these really super smoky Grimtooth cigars for any adventurers who might want to try their luck on the water, only 5 gold pieces each. Just remember: a mosquito

is only a mosquito, but a good cigar is a smoke.

Less exotic and less deadly are the million kinds of beetles. You find them mostly devouring the carcasses of anything dead and floating on the surface. They will attack the living also, but mostly go after carrion. Smoke discourages them as well.

Insects need plants, especially flowers. Yes, there are plenty of flowers to be found out there in the swamp. I have already mentioned the **lunging lotuses**. There are also **giant death-lilies** floating on their long stems on the watery surface. The plants are not an active menace – they are poisonous to eat, but they provide homes for the giant albino death-frogs. (*More about them later.*)

Swamps are not all water. There are also boggy islands, and on those islands grow the beautiful tall shade-flowers with their face-like centers and nine gray petals per bloom. Closer to the ground grow the **bug-eating flytraps**, **mouse-eating mouse-traps**, and **man-eating mantraps**. The mantraps are interesting because they talk, or seem to. If you listen closely you can hear them whispering, “Feed me see-more.” What’s a see-more, I ask you, and how can I get some to feed them?

Below the surface are millions of fish, swimming both singly and in schools. Perhaps you know about the common cuda fish – about two feet long, underslung jaw, typical silvery scales, good eating. I have those, but there are also **bludicudas** – three times as large, meaner, hungrier, and bright crimson in color.

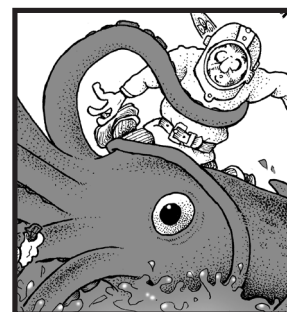
You have probably heard of jellyfish – the least fishlike thing you can imagine since it is just a glob of hungry protoplasm that floats around trailing its poisonous stinger tendrils in the water beneath it. It’s a sea creature, but did you know that there are freshwater versions of it? My swamp is home to the delicious **raspberry jellyfish**, bigger, more poisonous, and much tastier than common jellyfish.



Swampsharks? Yes, of course, They follow the schools around picking off stragglers.

Water snakes are there also, generally lurking in the shallows close to the shore and the islands. They are all deadly poisonous – that’s a given in this environment. Silk-mouths, hypervipers, hoboas, black mambas and blue papa snakes – good tough boots will protect a man from most of them. They are most deadly when they strike from ambush. The giant snakes don’t seem to do well in this environment – they make too big a target.

But the greatest underwater predators are the **giant freshwater squids**, also called the swamp squids. They regenerate with frightening speed and thus are hard to kill. Their ten tentacles are each tipped with a bony claw that can rip through iron or steel. Their beaks can cut a man – even a crotchman – in half with a single bite. Their ink is both blinding and poisonous, and worth quite a lot of money to scribes in the outside world if you can collect any of it. These things are frighteningly intelligent, and seem to be amphibious, as I have seen them wriggling around on their tentacles on land. The





ordinary small and man-sized squids are a menace, but the giant swamp squids are things of legend. In fact, I have used them sometimes for some of my more hideous water traps in *Dungeon of Doom* and in *Traps Too*.

Oh yes, I meant to tell you about the **albino death-frogs**. They tend to live around the blood-lilies in the swamp and in nearby Lake Grimtina. They don't really start to become dangerous until they get to be about as big as a wolf. They rarely get larger than that because the water flowers won't support anything of greater size and weight. They are much like ordinary frogs, but they are white instead of green – no pigment anywhere in their bodies. Their skin is like leather armor, impervious to most insect attacks, and they have teeth. Death-frog teeth are also highly prized by wizards, alchemists, and barbarians – the bigger the tooth, the more it is worth.

Yes, there are plenty of other creatures that swim, splash, squirm, and slither around my swamp, and even some that are harmless or benevolent in their effects. But these are the worst/best of them. Who really cares about the water-rats, the slaughter-otters, the seals-of-disapproval, the clam-ups and such? Those are mostly prey animals, and I'm surprised that they survive my bog of doom, but they do.

SCENARIO IDEAS

A) The Hunting Expedition: Almost all the larger creatures that live in the swamp have value. Various animal parts serve as ornaments, wealth, poisons, and alchemical ingredients. The animals themselves can be highly prized by wizards and rulers of various sorts as dungeon beasts, zoo denizens, or noxious familiars. Neither myself nor Grimtina (or for that matter, most other rich and powerful beings that might desire such things) have the time or the inclination to go hunting down such things, but we have no wish to stop those who are intrepid or foolish enough to try. In fact, my minions are quite willing to sell hunting/fishing licenses to any man or monster who wants to try his luck. Get them at the Swamp Shack for 10 gold pieces. Oh, and anyone caught without a license is likely to be executed.

Once your players have the license, they might as well get equipment suited for swamp hunting. The Swamp Shack is located at the north end of the swamp near the Seaport. A minor minion known as *Zil the Lizard* runs it. Here are a few things you can get there that might be of use...



Grimtooth cigars: Sweet-smelling smokes that repel the noxious flying insects of the marsh. They don't have much effect on anything else. These long-burning stogies sell for 5 gp each and will each last about 1 hour of game time.



Swamp galoshes: These one-size-fits-all rubber boots not only wade through water, they also walk on top of it. They are rentable (like bowling shoes) for 80 gp per day. It should be understood that the boots are enchanted. They not only walk on top of water, but will return to the store under their own power if the rental fee runs out.



Grimtooth's Universal Antidote: 150 gp per dose, cures one poisoning and leaves the patient immune to that particular type of venom for the rest of the adventure. These come in the form of purple pills.

Flesh gouger: 10 gp, a razor-sharp ice-cream scoop suitable for collecting goblets of flesh, eyeballs, fangs, etc. from the carcasses of slain or subdued creatures. When used as a weapon, it is equivalent to a medium-sized dagger.



**The Fetid
SWAMP**
- NOTES -

Magic flensing knife: A large, curved, heavy steel butcher's implement useful for flaying a slain creature. Just stick it into the target, step back, and watch the fur – or scales, feathers, or hide – fly. Magical, the flenser does all the work itself, but it is not especially neat or precise about what it does. At 50 gp, the flenser is equivalent to a large dagger when used as a weapon. Be careful! The magic is indiscriminate, and will start flensing anything pierced by the blade.



Grimtooth's Bucket of Holding: A large pail with a lid that will hold anything placed inside it. Any number of objects can be placed inside it, where they are converted into what looks like little black beads. It is 80 gp to rent it for the expedition, and like the galoshes, the bucket will return to the Swamp Shack on its own if the rental fee runs out. Caution: do not put any part of your own body inside the pail. (It has no effect on air or water.)



Tongs of Removal: A magical pair of tongs unaffected by the spells powering the bucket of holding. Not for sale or rent, but will be used by Zil if you bring her anything inside a vat of holding. The tongs magically find whatever you are trying to get out of the bucket, as long as the desired object was put in.



Also available for rent:

The Hunky Dory: A large sturdy boat like a lifeboat on an ocean liner. It is large enough and has enough of a flat bottom that men (or men-sized beings) could stand up inside it and fight. Comes with oars, or for an additional 100 gp, the magic propeller that will drive the boat through the water slowly without any effort from the riders. Rental fee is 500 gp per day or 25% of the take.

Bayou Raft: A 10'x10' square raft made of buoyant logs fastened together with Grimtooth's super wood glue. Comes with four 20' poles for pushing the raft around. Rental fee is only 50 gp per day, but there are no safety features included.

Swamp Pirogue: This canoe-like flat-bottomed boat made of wood is perfect for traveling the often-shallow waters of my swamp. Comes with 10' poles for push-

BOATS FOR RENT:



Hunky Dory



Bayou Raft



Swamp Pirogue



ing the boat. Pirogues are only 8 feet long and hold no more than three people. However, two boats would transport a party of six. Keep in mind that these boats hold less and are more easily tipped over during an attack. Rental fee is 15 gp per day.

Once the players are suitably equipped, take them to the edge of the swamp and let the hunt begin. You can let them use the map of the swamp, or they can explore and map the swamp as they go. (I'll leave that up to you.)

Have the adventurers take turns rolling on the following table to see what they find in the swamp. Let each die roll equal 1 hour of searching and the accompanying encounter (if any).

Swamp Encounter Table (roll 1d10)



1) Cloud of Gnats (swarm of millions): Can't really fight them. Take 1d6 of bite damage unless protected by Pictsie paint or stogie smoke or some other method. If bitten, make a Luck check to see if the character falls into the water. If anyone goes into the water, then that person makes another Luck check – twice as difficult – to see if they are attacked by anything before they get out of the water. Armor will pull a person down and might drown him.



2) Monstrous Dragonfly (1d6): Roll 1d20 again to see how long each dragonfly is. Increase the monster's toughness according to its size. When rolling dice for the dragonflies, each natural 1 rolled will activate their flame breath.



3) Mosquito-Moth Swarm: Make a Luck or Agility check to see how many of the moths each player can ward off or slay. Each missed check results in a loss of 1d6 hit points to reflect loss of blood.



4) Bludicudas (1d10): These fish will jump right into the boat/raft and try to eat the characters.



5) Raspberry Jellyfish: Roll 1d6 to determine diameter in feet. These things are only dangerous if taken out of the water. Bigger ones are more dangerous.



6) Swampshark: Roll 1d10 to determine length in feet. Larger ones are more dangerous. If a PC's blood should get into the water, roll 1d6 to see how many bludicudas or other sharks are attracted and join the struggle.



7) Lightning Eel: Roll 1d20+5 to determine length and size of eel. Bigger ones are more dangerous.



8) Swamp Squid (1d3): Let each squid be at least as large as a man.



9) Crokkmen (1d6+6): They swim up and attack from below. An alert party member might detect them coming if he sees their eyes just above the surface of the water or notices their underwater form.



10) Albino Death-Frog (1d6): They are all about the size of wolves.

Note to the GM: Don't just roll the dice and read off the chart. Set the scene for each encounter. Let the players see their doom coming. Describe the creature in loving detail as they get close to the players. Throw in some wind and rain. Your imagination and ability to immerse them in the quest is what makes this (and any) adventure work.

Wrapping it all up: Should any of the players manage to survive and make it back to the Swamp Shack, Zil the Lizard will pay them well for whatever they manage to bring in.

B) Find Murk's Treasure Vault: In a tavern or town not far from Trapsylvania, the PCs encounter another adventurer who is down on his luck. This guy is a half-orc, taller and stronger than a normal human, but obviously in bad shape. He is trying to sell his leather armor, but not having much luck. Recognizing other adventurers when he sees them, he approaches them for help.

"Strangers, help me, please. I am hurt, starving, and the people here have taken everything from me. Help me, and I will repay you by leading you to a great treasure."

The players should talk to this fellow. Role-play the encounter. He needs food and drink, and will not open up unless he gets some. If the players don't talk to him, there is no adventure – at least not this adventure.

The half-orc is called **Bruut**. He tells them that he is the sole survivor of a group of adventurers that were hired a couple of months ago by Grimtooth to go into the swamp and hunt lightning eels and look for Pictsie artifacts for him. During the expedition, several members died from snakebite and other hazards. By pure accident, they discovered a hidden cavern near a large concentration of quicksand. In fact, one had to fall through the quicksand to find the cavern.



Inside the cavern there were seven large chests, arranged on 7 short pillars of stone around a central altar. Each chest had what looked like a human savage sitting on top of it. The chests are full of gold and silver coins with a few jewels – mostly large swamp-pearls.

There are supernatural guardians inside the cavern. In a horrific fight, those guardians killed all of Bruut's remaining companions and severely wounded him. Although surrounded by more treasure than he could count, he was too wounded to take much. He also became delirious. Somehow (Bruut doesn't remember exactly how) he found his way out of the cavern and escaped from the quicksand.

He brought out only one large black swamp-pearl and a few gold coins with him. Grimtooth confiscated those, saying that since they were found on his property, they belonged to him. Then the Great Troll, showing rare mercy, kicked him out of Trapsylvania, but said he could come back if he ever wanted to find more treasure for him.

Bruut wants to go back and get the rest of the treasure, but he knows he would need a strong party of adventurers to go with him if he would have any chance to succeed. He is sure he can find his way back to the hidden vault.

Entering the Swamp: The players can enter the swamp in the time and manner of their choosing, but do not let them fly in. Bruut will need to retrace his path in order to find the hidden treasure cavern again, thus they have to walk in.

The adventurers are bound to have several encounters. It's always something. Have them make Luck checks of some sort to see who gets the worst of each

encounter. Note: it is never Bruut who rolls the lowest. He is MY representative, and he seems to have a charmed life. You may improvise your own encounters for the adventurers or use the **Swamp Encounter Table** in Scenario A.

Finding the Treasure Vault: After the party has been sufficiently tested by the dangers of the swamp, let Bruut find the treasure vault again. This part of the swamp looks no different from any other part, except there are sickly-looking magnolia flowers growing all around an area of quicksand.

The way into the cavern is to simply step into what turns out to be a quicksand illusion



and drop down into the vault. It is a waterproof pit built of rock and mortar built by Mad Murk to hide his treasure. There is only the one hole in the top that they enter by. Faint daylight filters through to it, so it is not totally dark, but visibility should be poor unless the characters do something to make more light. The pit is 15 feet deep. The bottom of it is filled with 2 feet of sand so the fall is cushioned.

The pit itself is roughly circular with walls made of stone, packed earth, and sand. In the center of the room is a wooden altar with heaps of crokkman skulls piled on and beside it. Around the altar are 7 large treasure chests, all closed except one (its lid has been torn off and destroyed). Sitting on top of each chest is a dead Pictsie warrior – these are liches and they should be suitably hard to kill, since they are already dead. Each Pictsie is charged with guarding one chest of treasure.

Much of the cavern itself is filled with the bodies of dead and decomposing adventurers and a few crokkmen carcasses. They would still have weapons and armor and minor amounts of treasure on them, and it might be worth searching the bodies, but nothing of any significant magical purpose or value should be with them. These are the losers who have found this place before. In among the corpses will be many small reptiles and insects – all of them venomous. Anyone searching the bodies should be bitten or stung at least 1d6 times rapidly. Swamp millipedes are probably the worst – they don't really have 1,000 legs, but they have a lot, and each leg can inflict a poisonous sting. They range in size from one inch to nine inches long.

At this point in the adventure, Bruut should fade into the background. He has been helping the players all along, saving lives when he could, but he didn't really come back here to share all this treasure with them. He has a double-cross in mind. He wants to see if they can defeat the magical guardians, but he does not want to tangle with them himself. He stays near the entrance, ready for a quick exit. He doesn't mess with the dead bodies in the room.

Fighting the liches should be the climax of the adventure. Let the players win, but just barely. If it is a weak party, then perhaps they don't win, and they all die here. In that case, Bruut escapes with his life again, the sole survivor.

Assuming the players win, let them approach the treasure. Each chest is crammed with gold, silver, and jewels – more than they could ever carry away – unless, of course, they bought the *bucket of holding* at Zil's store. Let the party gloat. Let them take as much treasure as they can carry.

Double-Cross: Bruut has planned to double-cross the party all along. By now he should know if the party has any wizards capable of flying. He watches the climax battle long enough to determine if the wizard survives. If no powerful wizard is present, he simply climbs back out of the cave on the rope that he fastened to the tree, and pulls it up after him. Then he waits to see if anyone else comes out, and ambushes them as they appear out of the illusion. Bruut is armed with a big dagger, a heavy spear, a throwing net for entangling a foe, and a light crossbow



with 10 bolts. He is also wearing leather armor, and should be a formidable foe.

If there is a powerful wizard with the party, Bruut will shoot him in the back during the fight with the liches, hopefully disposing of him. Then he will climb out and take the rope back up with him, and proceed with the waiting strategy. Assuming that his strategy works, Bruut will go back down in a couple of days, dispose of any survivors, take his fill of treasure, emerge and sneak back out of the swamp, planning to make a hasty exit from Grimtooth's territory.

If the players somehow manage to defeat Bruut, and come out with treasure, then let them make their way back to Zil's Swamp Shack to sell their booty.

C) The Last Pictsie Show: The adventurers are exploring the ruined village when they come upon a fight – one lone Pictsie woman against 3 crokkmen. There is one dead crokkman on the ground and two dead Pictsies. If the players jump in and rescue her from her attackers, we have an adventure started. The Pictsie woman is named Shu Luu and she is the daughter of the last Pictsie Chief, Sak Luu. She and her 2 companions were not in the village when Mad Murg died and the crokkmen overran it. She has returned home to find her people wiped out, and the crokkmen living in her town. She wants to return to her former home and recover some family heirlooms, along with a map showing where this Pictsie tribe lives. She needs that map to find the other tribe. She would also like to kill as many crokkmen as possible, and she offers to pay the adventurers well if they will be her bodyguard while she makes her way home and then back out of the village. The Pictsies actually had a lot of coins that they earned over the years by selling the swamp-pearls that only they could harvest.

The girl's home is inside the part of the village now controlled by crokkmen, and a crokkman family now lives there. The trail between the hovels will still contain some of Mad Murg's traps, and there should be an epic battle with crokkmen to get into the old chief's home and claim his swamp-pearl treasure. The final battle should have the players outnumbered two to one, so that some cunning will be needed in order to win. Shu Luu will know where some of the traps are, and the adventurers can try to lure the crokks into them.

D) Capture Some Crokkmen for Me: I, Grimtooth, hire the adventurers to go into the swamp or the ruined village and capture some crokkmen alive. I want to try to establish communication with them. Knowing the dangers inherent, the GM should improvise an obstacle-filled journey (2 or 3 challenges) followed by a fight with a superior number of crokkmen. The challenge is to survive and capture some – not just to kill them all, or chase them away. I'll be satisfied with as few as two, but more is better. I'll pay a reward of 1,000 gold for each living crokkman brought back.

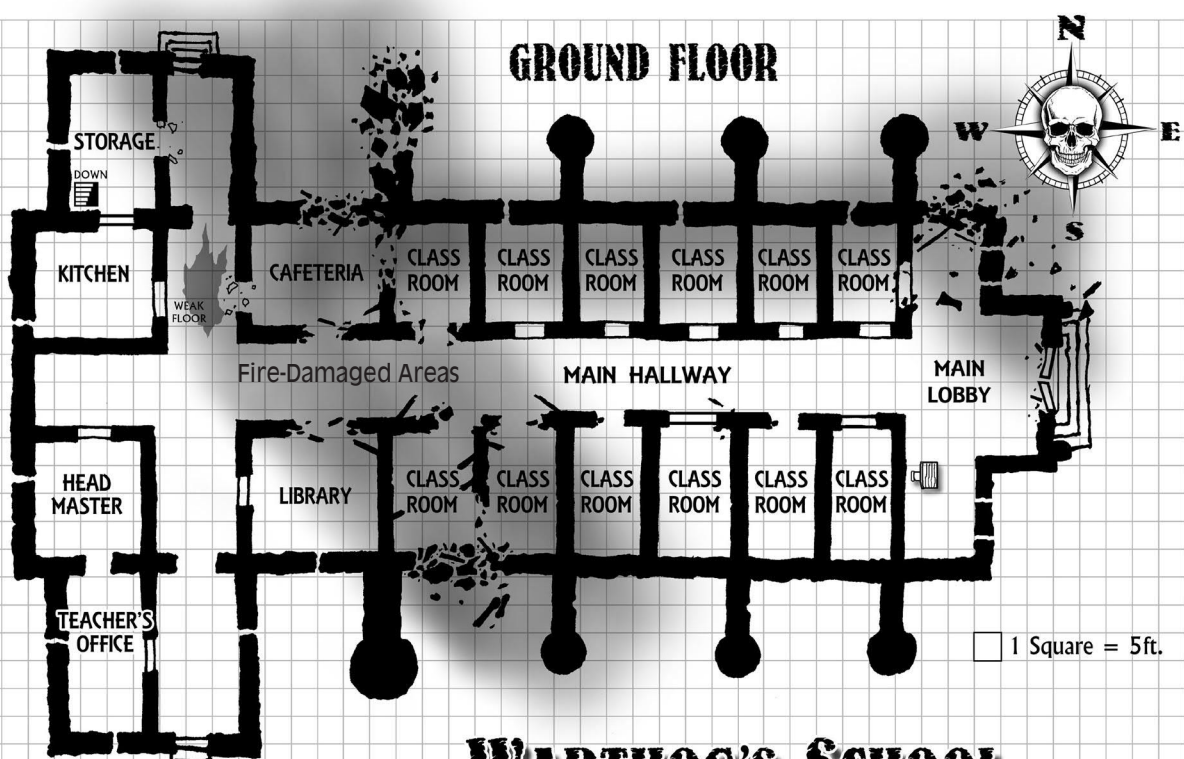
E) The Great Squid Hunt: I need to restock some of my water traps with fresh-water squids. The best place to find them is in the Bog of Doom. I'll hire the adventurers to enter the swamp, search out one or more squids, and capture them. The squids do not come to the surface very often. To enable the party to find squids, I'll give them water helmets – a special metal helm that allows the wearer to breathe underwater. If the players negotiate well and seem likely to succeed at this task, I'll give them all sorts of special equipment – things like stun-nets that will subdue any creature caught within it, or spearguns that inject a sleeping potion, and I'll also throw in the Bucket of Holding so that any they find can be easily carried.

Rewards vary with the size of the squid captured. Dead squids are of no use to me, but I hear the tentacles make fine eating (if you like that sort of thing). A small living squid (less than 2 feet in length) is worth 800 gold pieces. A larger one (up to 6 feet) is worth 1,200. A huge one, bigger than 12 feet in length, is worth 8,000 gold – though getting that into the bucket of holding would be next to impossible. Note that the squids are actually quite intelligent and may counter-attack.

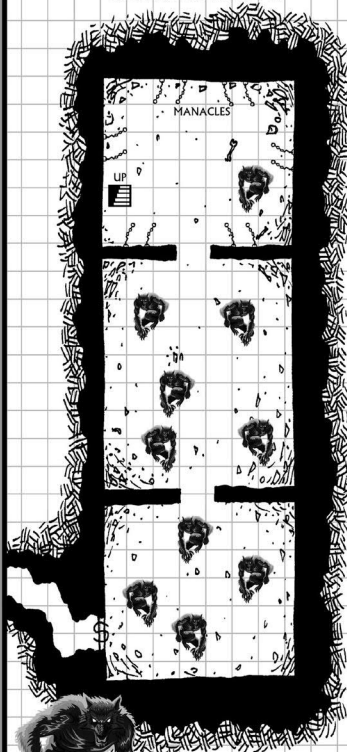
Possible encounters along the way before finding a squid include: 1) *crokkmen*; 2) *bludicudas*; 3) *albino death-frogs*; 4) *insect clouds*; 5) *giant oysters* on the swamp bottom – they will happily snap up any swimmer that gets too close, and are the source of swamp pearls; and 6) poisonous water snakes. Two or three encounters before finding a squid is to be expected. The adventurers will almost always be slightly outnumbered, or taken by surprise, so they'd better be ready to come up with clever solutions to the problems and creatures they'll be facing.

That's plenty for you to use as far as my Swamp goes. Let's wade on...





BASEMENT



1-20 Ogre-Werewolves live in the basement, so be very careful!

WARTHOG'S SCHOOL FOR WAYWARD TROLLS



"YEAH I WENT THERE FOR A WHILE, BUT THEN THE SCHOOL *BURNED DOWN*. GEE, HOW DID *THAT* HAPPEN?"

WARTHOG'S SCHOOL FOR WAYWARD TROLLS (#4)



As I mentioned previously: long ago, this abandoned and partially burned building used to be a school for young magicians. After I took it over, I enslaved a few teachers with prison guards and turned it into *Warthog's School for Wayward Trolls*.

I had the troll school set up so I could get Grimtina out of the castle and keep her busy. My plan worked for a few years, but then the school caught fire, shortly before the final exams. I've always suspected Grimtina had a hand in that fire as she likes to burn things, but she covered her tracks well, so I never punished her.

Since the old building is made of stone, most of the walls are still standing. The slate roof is also still there in most places. It's riddled with holes and large sections have fallen in areas where the walls have also collapsed. The inside is badly burned in sections and a thick layer of soot covers just about everything else. The map shows the damaged areas. Any of the darkened areas on the map are dangerous. A clumsy step might trigger a weak wall or roof beams to collapse. And the floor might cave in a few places. Just for fun, a pack of werewolves use the old school as a den. So be careful if you decide to explore or hide. There are windows, but as they are only a little over 6 inches wide, only fairies can enter this way. There are three doors into the building; two of them are locked and boarded over, but the front entrance doors are damaged and can be pushed open to allow passage. There are also several places where the outer walls have collapsed. Entry to the building is possible at those points, but there's a lot of fallen timbers and an 80% chance that weakened roofing may collapse at the slightest disturbance in those areas. Really, this whole building is a trap.

Admittedly, there are probably some valuable magic potions and items to be found in the ash-coated piles of debris and old offices of the teachers. I have listed any items of note in each room. However, you can invent additional items that your hapless adventurers might stumble across. Typical things one might find include chalk, writing quills, parchment, parts of desks and chairs, and small weapons like daggers or slings.

POINTS OF INTEREST

Lobby/Main Entrance: This is the easiest way to get into the abandoned school. Walk up the debris-strewn stairs and squeeze through the two partly open bronze doors. There are no traps or guards. My guards have better things to do than watch over this ruin. There isn't much in the lobby at this point, as almost anything of value was taken long ago. The north side of this area was burned the worst.

On the south side of the room sits a long desk made of metal with three drawers. All three of them are locked, but the first two are relatively easy to pick or force open. The top drawer still contains some parchment, pencils, and a few silver coins that survived the fire (roll 1d6 for number of coins). The middle drawer contains a small dagger and a pile of invoices, school rules and notices.



The third drawer is stuck. If forced open, a cloud of noxious gas will fume out of the drawer. The gas has leaked out of a bottle marked “Dragon Farts” and will do 1d4 points of Stamina damage to anyone who was within 3 feet of the desk. Besides the bottle, the drawer contains a pile of student report cards of various students. The only one with a recognizable name is Grimtina’s. Her marks are “A” and “B” grades except for Social Skills and Obeys Teacher, which are both “F”. It looks like these were due to be distributed on the day after the fire. Apparently the fire stopped them from ever leaving the school. If anyone is thorough enough to look under the report cards, they will find a set of twenty or so skeleton keys of various sizes on a brass ring. I call this my ***Use the Damn Right Key! trap.*** These keys will open any locked doors or cabinets in the building. However, there are a lot of keys, so finding the right one will take some time. You see, these keys are tuned to those who worked at the school. For anyone else, the keys will work, but the same key will never open the same lock. They magically switch for anyone but the staff at the school. Here’s how to use them on your players: secretly pick a number between 1-20, then have a delver roll a d20 to see if they match the number. If they match, they have put the correct key in and can open the lock. Even if they go back to a door they have already opened, it will be locked again and they will have to randomly roll again to get the right key. This could especially be a problem when they are being pursued and need to move quickly. (Which, trust me, will happen at some point while they are here.) Note that ALL the doors and cabinets in the school are locked unless otherwise indicated. Also, to make matters worse, most of them will automatically re-lock, unless the door is destroyed or forced permanently open with a heavy object. That’s all there is to be found in the lobby, other than the archway that leads to the main hallway.



Main Hallway: This hallway is also blackened with soot from the fire. Broken chairs, papers, and other school-related artifacts can be found scattered along the hallway. None of them have any value. Along the north and south side of the main hallway are fourteen rooms, seven with locked doors. Most lead to classrooms, and the last two lead to the cafeteria and library. A couple of trollish guards used to walk these halls to make sure that none of the students got out of line. Any unruly students were dragged down to the basement and chained to the wall for a day or two.



Classrooms: Everything in the fire-damaged rooms is badly burned or melted into slag. There are the blackened remains of a few desks and tables, but nothing of use or value. Entering any damaged room triggers a 10% chance of a partial roof collapse in that area. The south side of the hallway has much less fire damage, and some of the seven locked classrooms look almost intact. There are desks, books, and supplies that one might expect to find in a trollish classroom, though everything has a layer of soot on it. Any food here has gone bad or dried up years ago. Three rooms on the south side were badly burned and there is nothing of use in them. (See the map for locations of fire-damaged rooms.)



Library: This partially-damaged room at the south end of the main hallway still contains several shelves and locked bookcases of scrolls and books (located in the southeast corner of the room) containing the history of trolls – and some magic spellbooks as well. One of the spell scrolls will bring back a recently-dead person of the spellcaster's choice. The spell will only work once, and only on someone who has died in the last 30 days. After the scroll has been read aloud, the spell will activate and the scroll will dissolve. The spell cannot be cast again, even if you remember the incantation. Of course, I almost never leave anything lying around unless there is a catch. The person who recovers will come back to life wherever their body is currently located. (So, if they were buried, they will come back to life in the coffin they were buried in! The party will have to find and dig them up! Ha ha ha...)



Cafeteria: This larger room on the north side of the main hallway was the meeting and eating place for the school. There are long benches and tables, but most of them are so badly burned that they will crumble to black dust if they are touched. There is nothing of value in here. The west wall has an exit, which used to be a door. It leads to the north hallway.



Weak Floor Area: In between the cafeteria and the kitchen, this large area of the floor is very weak. Any heavy running, jumping, or fighting in that area is likely to cause the floor to collapse, sending the delvers into the werewolf-infested basement below. There is a 40% chance of a collapse any time heavy activity takes place there.





Kitchen: This room is where food was prepared for the students and staff. There is a brick oven and wood-fired stove, along with tables for preparing food. There are at least a dozen long butcher's knives and cleavers that might make for good weapons for anyone that needs one, as well as large metal pots and pans. The metal lids with handles could be used as shields in a pinch. Other than some dried-up rotten fruit and a few sealed bottles of Troll Ale, there is nothing else of value in here. The door to the north leads into the storage room.



Storage: Contains boxes of dry goods and other kitchen supplies like plates, cups, utensils, and a few boxes filled with school books. This room looks like it has been gone through and then vandalized. The shelves are smashed and broken, and all the supplies have been thrown about. Like other rooms, there is black soot on everything, though it is easily brushed off. In the southwest corner there is an opening in the floor which leads into the basement. The smell of wet ground and animals wafts up from the opening.



Teacher's Office: There are 4 desks in this room once used by the teaching staff. Searching through these desks, one can find the following items: ink, quills, parchment, leather-bound journal (with mostly blank pages), brass sextant, compass, slingshot, knives, a cudgel, a copy of *Traps Lite*, two vials of deadly poison, one vial of love potion, a bottle of dwarven whiskey, several small bottles of healing potions, and a shrunken head. Most of these items were probably confiscated from some of the students. Other than two chairs, there is nothing else in this room.



Headmaster's Office: The headmaster is still in this undamaged room, as his trollish corpse is slumped over the desk and he is still seated in his chair. His long, flowing white beard hints that he was legendary trollish wizard, Grumblegore. Headmaster Grumblegore's well-known and beloved Norwegian Blue Parrot lies dead in its cage in the corner of the room. Looking at the dried-out corpses, it's obvious that they have been dead for several years. The office is relatively undamaged by the fire. Headmaster Grumblegore undoubtedly used a shield spell that protected the room from the fire. Unfortunately, he forgot he would run out of air, and so he suffocated while

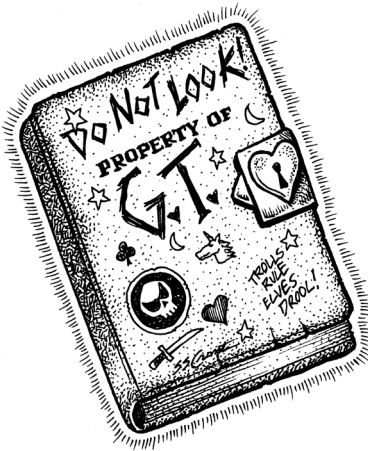
trying to wait out the fire. (*Note to self: I ought to be able to make a trap out of that.*) The shield stayed in place for a couple of years, so no one was able to enter this room until very recently. The adventurers are probably the first ones to enter here since the fire.



If the adventurers slide his chair over a bit, they can search the three drawers on the desk. The top drawer contains a small bag of gold and silver coins. Roll a d20 to determine the number of coins; 1/3 of the coins are gold, the rest are silver. There are also writing implements, parchment, and a couple of vials of healing potion.

The second drawer contains nothing of value, just some reports on the students and written profiles of the four troll teachers at the school: Professor Crackgoon, Professor Scrape, Groundskeeper Buggered, and a dwarf named Groodni. (Whether any of them survived the fire would be unknown to the party, but all of them still work in my realm in one capacity or another.)

The third drawer has more parchments and reports. On the top of this pile, though, is a slightly singed book, about 5"x 8". The book has some protective magic upon it and its pages cannot be opened without some kind of unlocking spell. A skull with a smiley face has been drawn on the back, and on the front is scrawled "Do not look! Property of GT." This is, in fact, Grimtina's long-forgotten diary, which she was using just before the school burned down. Most of it is filled with the random thoughts of my disturbed and annoying trollette sister, looking for trouble and pining for boys. However, the last page essentially contains a confession – her plan to burn the school down. It's possible that this diary could be used as bargaining chip to get Grimtina to aid the party if they return it to her in exchange for her help. It might also be of use as an offering to me (Grimtooth) to gain my favor. I, too, might want to have a look at that diary of hers and use it to keep her in line.



There are also shelves with scrolls and books about the room. Almost all of them will be of little use to adventurers, consisting of invoices, quotes, and records in regards to the school, its expenses, and the learning of the students. There is one spellbook which has a lock on it and is marked "DANGER! FATAL SPELLS". The spine of the book says *Spellbook of the Elder Gods*. This book was originally in the library. The headmaster removed it after a student tried to cast a spell from the book and was struck dead on the spot. Anyone who opens it will be struck by a bolt of pure lightning and will take 1,500 points of Stamina damage. Only a high-level necromancer could safely open the book and use its spells, which are deadly and evil. So I am interested in that book as well. This book belongs to the priests in Yidhra's temple, and they, too, might offer a reward for its return.

If they search the shelves carefully, they will also discover an **invisible cloak** folded up and lying on the bottom shelf. It is difficult to locate this, as it is, in fact, invisible ALL THE TIME. If they find it, it can cover 2 normal-sized humans and make them invisible as well. But again, it is difficult to keep track of an invisible cloak as it is easily lost. Certainly this cloak would be a big help for sneaking around. It's probably worth 1,000 gold pieces.





One last thing of value is a small ring on Grumblegore's finger. It's made of mithril with a dark ebony gem on it. The ring is in fact a **cruxhor** and can summon a succubus (a female demoness whose specialty is seduction). The succubus will follow the order of whoever is wearing the ring and can be used to attack an opponent or attempt to seduce them. The succubus has bat wings and horns and a pointed tail. She is a slightly above-average fighter and will use her horns, fangs, and claws to attack anyone. She will try to escape her captivity.



On the wall in front of the desk is a map of Trapsylvania, showing all the buildings and locations. Smart adventurers will take this with them. It might be useful in figuring out where to go and how to get there. There's nothing else of value in this office, unless they need the corpse of a dead wizard troll. Unfortunately, his infamous wizard's staff is nowhere to be found.



Basement: This can be reached via the stairs in the storage room. The basement smells of wet earth, wild wolves, and rotting meat. It might be possible to find a few weapons and pieces of armor scattered about, but it will be in very poor condition and only worth keeping if PCs have no other items of their own. The rest of the basement is essentially a large dark chamber with nothing in it save for some piles of gnawed on bones and destroyed furniture.

In the basement live a pack of werewolves, but these aren't your normal half-



human/half-wolf type. They are **ogre-werewolves**. (Yes, ogres that were bitten by someone who was a werewolf.) This means they are bigger, nastier, and even when they are not in wolf mode, they want to kill you. During the day, you aren't likely to find them about, unless you go into the basement. Any visitors will be attacked as soon as they are discovered, whether day or night.

Once the sun sets, the werewolves roam the school upstairs and the surrounding grounds, looking for whatever or whoever they can eat. (The random keys on that ring will quickly turn from annoyance to deathtrap.) A secret door in the far west corner of the basement leads to a tunnel, which goes in two directions: the east route leads to the bottom of a pit in the Death Maze, and the west branch of the tunnel leads towards my castle.

If the adventurers are loud when they descend or fall into the basement they will face 1d20 ogre-werewolves who are not to be reasoned with. They will attack on sight, and only killing them or escaping is an option. If entering the basement stealthfully, there is a 30% chance at least one werewolf will notice them. For every minute they are in the basement, the chance of more werewolves catching their scent goes up by another 30%. It may be possible to draw the werewolves out one or two at a time and thus have a better chance of defeating them.

SCENARIO IDEAS

A) Bring Me the Diary: I recently heard that Grimtina had left a diary somewhere in the abandoned school. I'll offer a reward of 1,000 gold pieces to the adventurers if they can find it and bring it to me without letting Grimtina know. My plan is to use it to blackmail her into obeying my orders and hopefully send her to another school far, far away.

Conversely, Grimtina might hire the party to get the diary to make sure her big brother won't get it and look at all her secrets. She'll offer the adventurers 1,500 gold pieces and promises to help them get out of Trapsylvania, when they are ready to go.

B) The Blood of an Ogre-Werewolf: The party has to gather ingredients for a powerful spell (either for themselves or a client). One of the needed ingredients is a vial of blood from an ogre-werewolf, the only known source of which is the ogre-werewolves that inhabit the school. Obviously, getting that blood isn't going to be an easy task.

C) Where is Grumblegore?: The elder sister of the great wizard Grumblegore wants to know what happened to her brother, who has been missing for three years. Since she heard the party was going to Trapsylvania, she is offering them 500 gold pieces to find out the fate of her brother. She knows he was teaching at the old school, but never heard from him since. Since she is unable to travel due to her age, she would like them to find out. She gives them a carrier bat they can tie a message to once they find out. She also gives them a gold coin that will

turn into 500 gold pieces once she gets the message – so the party better take care of that bat, or they'll never get their money.

D) Get the Spellbook of the Elder Gods: A necromancer heard that a copy of the *Spellbook of the Elder Gods* was last seen at the old abandoned school. The necromancer recently discovered a letter written by Grumblegore that says he had found the book and had it in his office. He offers the party three wishes (with the usual limitations that they cannot wish for more wishes or any wish that would affect the wish-granter). The necromancer wants the adventurers to go and see if they can find the book and bring it to him. Once they return with the book he will grant the three wishes. Note: that's three wishes TOTAL – not three wishes per person.

Alternately, the party could bring the book to me and ask for a reward. If they have enough charisma and I'm in a good mood, I might reward them and even offer them some additional work. I'll pay 4,000 gold for that tome. I already have a copy, but I want to keep it out of my enemies' hands. They could also take it to Yidhra's temple and hope for a reward there as well, but the priests are more likely to kill them and take the book.

All right students, I think you have been properly “schooled” on this location.

Class dismissed...

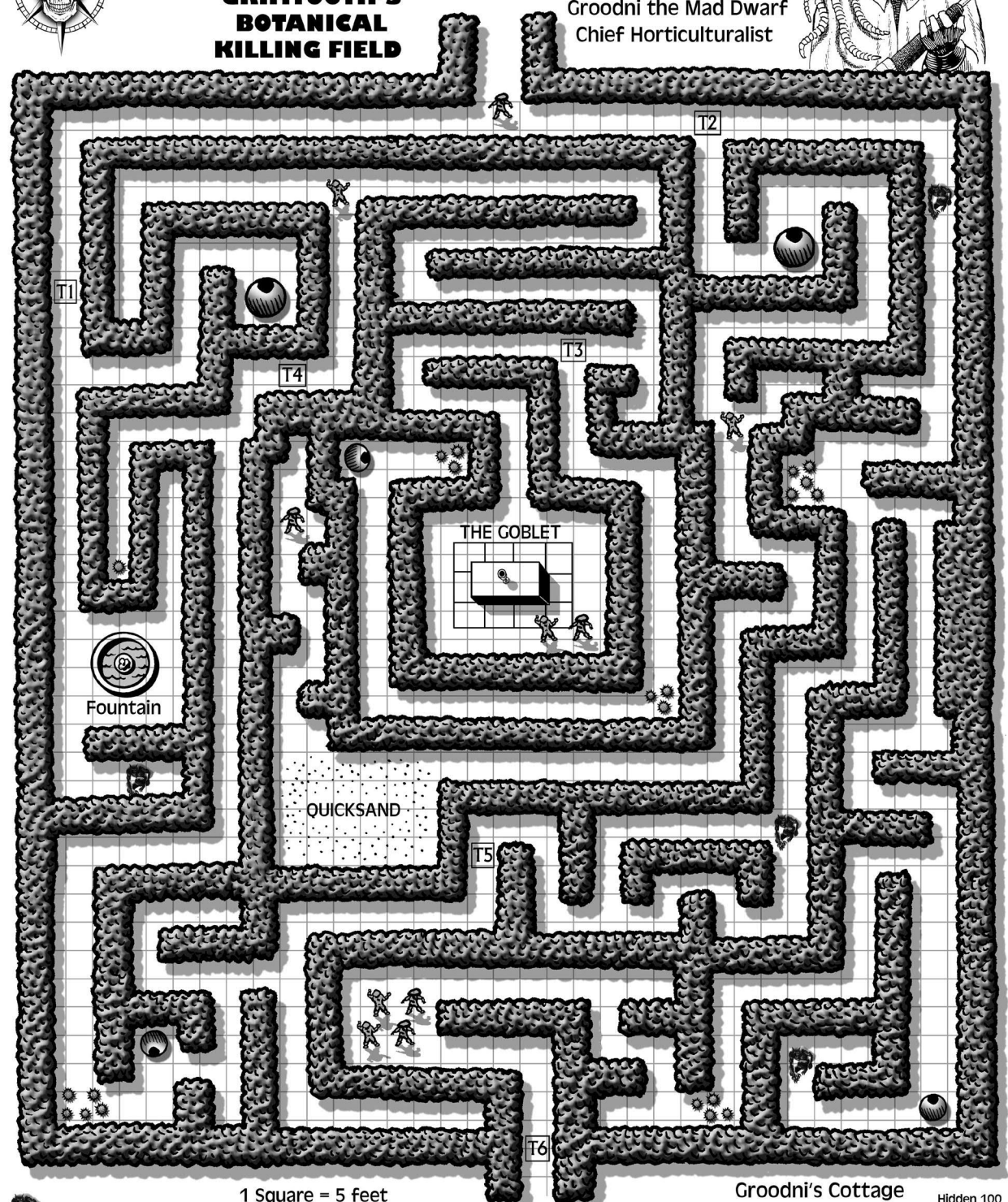
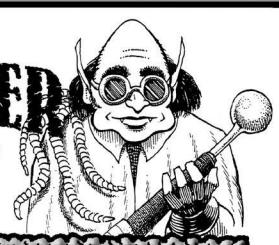




DEATH MAZE TESTING CENTER

**GRIMTOOTH'S
BOTANICAL
KILLING FIELD**

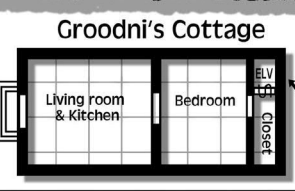
Groodni the Mad Dwarf
Chief Horticulturalist



- = Werewolf
- = Mushroom Man
- T1** = Trap Location

- 1 Square = 5 feet
- = Pod "Hut"
- = Burrants

- = Impenetrable hedge



Hidden 100 yards from the maze.
Note Secret Elevator to an underground Lab complex.

DEATH MAZE TESTING CENTER (#5)

This area is used to test outdoor traps and monsters in “real world” conditions to see how to develop new or improve existing engines of mayhem. And if someone gives me any trouble, I’ll often send them here to be used as part of the testing process. This maze was originally part of that silly wizards’ school I took over when I invaded this valley. Rather than burn the hedge maze to the ground, I decided to have my Research and Development unit use it as a testing facility for outdoor traps and creatures. Groodni Grimgri the Mad Dwarf, who worked at the school when it was reopened for trolls, was put in charge of maintaining and enhancing the maze under my direction.



Of course, nobody would voluntarily just walk into a place called the Death Maze, unless they had a good reason. So I’ve hidden some a-maze-ingly valuable items in there as an incentive. In fact, there is a sign at the entrance that lists the items and says that anyone who finds them will be allowed to keep them as prizes for getting through the maze. It further states that anyone who successfully navigates the maze will be given safe passage out of Trapsylvania.

ITEMS OF VALUE

Hidden in the Death Maze are the following items, most of which are carried on the creatures that reside within the maze or hidden within a trap the adventurers might trigger.



Syrup of eternal youth: This syrup has been extracted from the Tree of Life and anyone who drinks the contents of this dark blue bottle will never age from the point at which they drink. However, eternal youth does not mean invulnerability. You can still be killed by a sword, a falling rock, or even the flu. And although you will not age, any scars or burns you get from that point forward will remain. If you lose an eye after imbibing the syrup, your immortality will not heal your missing eye. It just means that you will not age.



The self-fighting quarterstaff: This 6-foot-long hardwood staff has the ability to float in midair and fight an opponent by itself. How it works: Pick a target and tell the staff to fight that opponent. It will fight until the opponent is defeated, runs away, or the staff is broken or destroyed. When using this item, treat it like an extra weapon attack as if you are using it along with whatever other weapon you are wielding in combat. Once it has defeated an opponent, it will stop and fall to the ground. You will have to pick it up again and tell it whom to attack next. Other than its ability to fight on its own, it is otherwise a completely normal quarterstaff. As long as you live, it will only respond to you, so no one else can make it attack others. However, other people can carry or use it just like a normal quarterstaff.

Super-climbing vine seeds: This small leather bag is filled with 24 dime-sized seeds that grow at super-fast speed into a vine that is perfect for climbing by a person. Plant a seed on the ground near a wall or building and within a minute a vine will burst forth from the ground and climb to a height of up to 24 feet. The vine has a short life span and will only last for a couple of hours. It can support the weight of one and a half people, so there is a chance (see Appendix 3: Items) that it might collapse if someone is carrying too much or if more than one person tries to climb the vine at the same time.



**Death Maze
Testing Center**
- NOTES -

Golden manna fruits: At first sight, delvers will assume these are made of gold, but they are more valuable than gold if you are dying. These gold-skinned fruits resemble a pear and can restore the health of anyone who has taken damage to their Strength or Stamina. Eating one fruit will restore those abilities back to normal. However, the manna fruit is not able to counteract the effects of spores, poisons, or toxins. The fruits in the maze are usually either found carried by the gnomes, or in middle of traps as a lure to any delvers.



Goblet of Desire: Hidden in the center of the maze on a stone altar is the legendary Goblet of Desire. Drinking from it will triple your Personality or attractiveness. Persons of the opposite sex will fall in love with you and those of the same gender will want you to be their leader. You will be admired by all and respected by anyone you meet. This sort of adulation is wonderful at first, but after a while it can become annoying as people of all types throw themselves at you, and everyone wants you to take charge of every situation. (I have to deal with this problem all the time.) Fortunately for the person who drinks from the goblet, the effect only lasts a year before you return to your normal miserable Personality. The goblet will be around only until someone drinks from it, then it vanishes for thirty days.



Assorted weapons and armor: Scattered around are the weapons and armor of the poor wretches who previously entered the maze and were trapped or killed. They won't be using this stuff any more; maybe the adventurers can find a use for it. Generate a list of potential items using the DCC RPG core rulebook. Common items will be shields, swords, daggers, helmets, bows, arrows, and spears.



THINGS OF DANGER

Needless to say, I've also made sure that plenty of singularly awful creatures and traps are here to make it a true challenge. I like to run the Death Maze the same way they run those casinos in Las Vegas: lure suckers into your labyrinthine location in hope of winning vast riches, and then drain them of all their cash. Only in my case, I'm draining them of their lives.

Dwelling within the Death Maze are the following creatures:

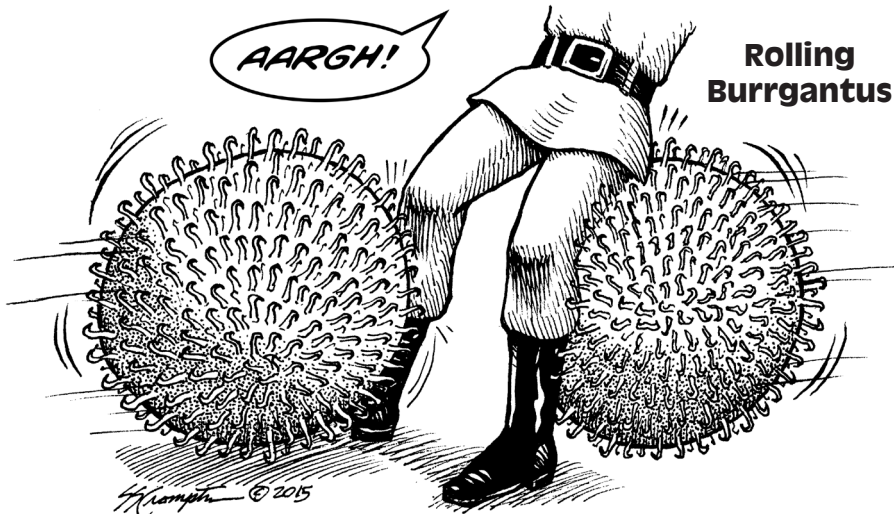
Bladderwort Giganticus: To anyone caught in the maze, a bladderwort will look like a large, round shelter with an oval opening and inviting pillows on the floor.



There are usually about half a dozen of these in the maze and at least one of them will have a valuable object in it. The bladderworts are meant to lure tired or greedy adventurers into the pod. Once inside, the pod will snap shut and fill with a toxic coma-inducing gas. It is very unlikely that the person trapped in the pod will be able to do much. Due to the gas, they will be unconscious in less than a minute. Then digestive juices will fill the pod and slowly dissolve the helpless delver. The outer shell of a bladderwort pod is very hard, but can be broken through from the outside by any allies of the captured victim.



Rolling Burrgantus: Known as burrgants, these round 3-foot-tall mobile plant colonies roll along the ground in the maze looking for good places to leave some of their seeds behind. They usually move at about the speed of a brisk walk, but can speed up to 25 miles an hour for short bursts. The outside of a burrgant is very hard and covered with tiny spikes and hooks. The inside of the plant gets progressively softer and actually makes for good eating.



They prefer to embed their seeds in living flesh. Once they find a target, 2 to 4 burrgants attempt to roll up against the creature from different directions, trying to get as many of the seed spikes into the legs and arms of their intended victim as possible. The thorns and hooks can penetrate cloth or leather, but not metal armor. Many of the embedded seeds will hurt and will no doubt be removed, but a few will likely

remain in the target unnoticed. If left in for a few days, the small seeds start to grow within the victim's flesh and will make the person feel weak and ill. When a seed grows to the size of a marble, either the victim will have to use a sharp knife to remove it themselves, or, like a boil, it will burst through the skin and roll away to continue its life cycle.



The Creeping Dread: Entangled within the twelve-foot-high hedgerows that make up the maze's walls are a specially-grown creeping vine that has a taste for humanoid meat. If someone tries to crawl through the hedgerow or hack their way through the bushes that make up the walls, the creeping dread vine will quickly attempt to grab anyone that is within four feet of the hedge being attacked and drag them under the ground, where the roots will tear the body to pieces and drink the body fluids of its victim. The creeping dread moves very quickly and its vines are tough enough that they cannot be cut with a typical sword or axe. However, the leaves of the vine can be affected by fire or similar blast spells and will retreat under continuous attack.



This vine is also known to grab anyone who stands in the same place for too long. If someone is in one place for 1 minute they have a 10% chance of being grabbed. For every additional minute that a person (conscious or unconscious) is in one location, add an additional 10% to the chance that they will be attacked. So, 5 minutes means there is a 50% chance, up to a maximum of 90% at ten minutes or more.

Mushroom Men: These creatures used to be victims of Professor Groodni's experimental fungus gun. These wretched souls were so infested by the mushrooms growing over their bodies that the spores got into their bloodstream and brain and they have become shambling zombie-like creatures. Anyone running



through the maze may encounter some of these hideous things while turning a corner and immediately be caught in their grasp. These creatures will attempt to infect the victim by breathing spores into their face. The mushroom men are impervious to pain and they will continue to attack until they are cut up into chunks. They usually travel together in groups of 3 or 4. They are easily outrun if delvers can get past them.

Exploding Sunflowers: These harmless-looking sunflowers look like they're packed with sunflower seeds in the center of their yellow petals, but they are in fact hundreds of small dart-like thorns that shoot outwards at high speeds, should anyone come within a foot of the plant. To make matters worse, these dart seeds are also poisonous, and will put anyone who is struck by more than 6 darts into a slurring, drugged stupor. It's a bit like being very drunk, so all your abilities and skills are down to half their normal scores. A standard poison cure should ease the problem and restore 75% of their values. The effect naturally fades after a couple of hours.



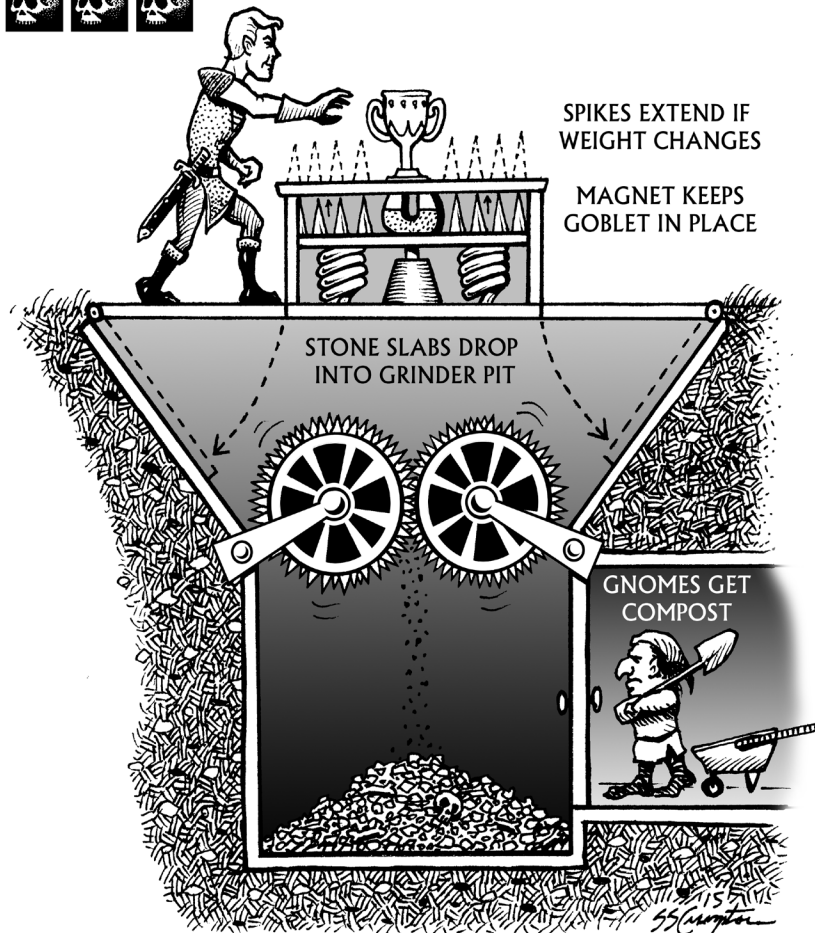


**Death Maze
Testing Center**
- NOTES -



Ogre-Werewolves: Although not officially part of the maze, these hungry beasts often wander in by accident while searching for a meal. (These are the same creatures that live below the abandoned school.) Sometimes the plants defeat an ogre-werewolf, but more often than not, they merely anger these overly large creatures, making them all the more hostile to anyone they find. During the day they revert to their original form – that of an easily-annoyed ogre.

Now for the trap being tested in the Death Maze:



The Goblet of Desire Trap: In the apparent center of the maze is a stone altar 4 feet tall, 8 feet long, and 4 feet wide. On the top of the altar in the center is the coveted Goblet of Desire. It looks easy enough to just walk up to the altar and take it, and then take a sip from the goblet, which is half-filled with clear liquid. Of course, nothing is THAT easy in my realm. For one thing, a magnet keeps the goblet in place, so removing it requires a fair amount of effort – so delvers can't just fly over the altar and pull it off. It will take some strength and leverage. Also, if the weight at the top of the altar is changed (either increased or decreased), 6-inch-long steel spikes will spring up the top of the altar and pierce anyone standing on it. The Goblet itself has an anti-magic spell upon it, so that it cannot be moved by magic. See the trap diagram for a more detailed view of how this all works.

Besides protecting the goblet, the stone altar is actually a machine that creates mulch for the hedgerows and other plants in the maze. As soon as someone removes the goblet from the top of the altar, the stone floor surrounding the altar drops down, and anyone standing in that area will slide down and into the two large grinding wheels. Once the delvers are ground up, their remains are mixed with other waste products and used as mulch and fertilizer. Several times a year, my gnomes remove the mulch and distribute it around the maze.

How to Outwit the rap: No trap is foolproof, but the joke is that all they have to do is drink the liquid from the Goblet. A straw or thin, hollowed-out piece of swamp weed will do the trick. Then they just carefully sip half the goblet's contents without adding weight to the top of the altar. (Once they do this, their

Personality score will increase substantially.) They never need to touch or move the goblet, but most adventurers won't think of such an easy solution; they'll want the goblet as a prize to take home. If they are very quick, they might be able to escape the fall that comes when the stone floor drops. Don't forget that the more time they spend there, the more likely that the creeping vines or other wandering enemies listed above may show up. So don't let them spend too long standing around thinking about it.

Traps and quicksand: There are also pit traps and quicksand hidden in the maze. Refer to the map to see their locations. Needless to say, don't you dare share the maps with the delvers! If one triggers a trap, refer to the list below and chose the one that seems most appropriate. We are constantly testing new traps in here all the time, so they'll never know what might be in our maze...

Here is a list of six pit traps you can use from the original Traps books or my Ultimate Collection. The T# corresponds to the traps location on the Death Maze map. You can even roll a die to randomly see which trap they fall into.

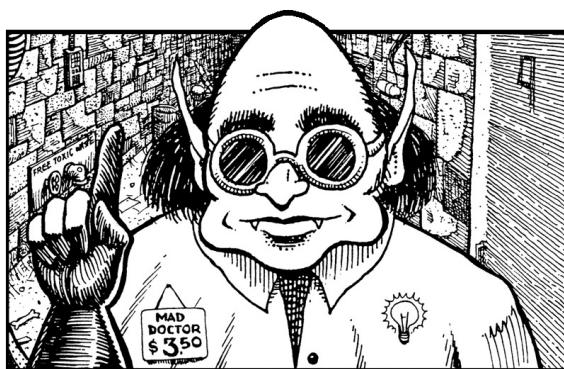
T1 = Hero Sandwich	<i>Traps One,</i>	p. 30
T2 = Floor Creature	<i>Traps One,</i>	p. 48
T3 = There and Back again	<i>Traps Too,</i>	p. 30
T4 = Meet the Pit	<i>Traps Too,</i>	pp. 32-33
T5 = The Click Plate	<i>Traps Fore,</i>	p. 29
T6 = Tale of Two Pitys	<i>Traps Ate,</i>	p. 32

Also, the Fountain Trap on the map is based on the **Shock Treatment** electrified trap from *Traps Too* (p. 18).

CHARACTERS YOU MAY MEET

Professor Groodni the Mad Dwarf:

This mad scientist has worked for Grimtooth many years and is fiercely loyal to his leader. Groodni specializes in biological and chemical-based traps and taught biology and disemboweling at the Warthog's School. After the school burned down, the Professor was put in charge of research and testing at the outdoor Death Maze. He has stocked the maze with a variety of flora-based creatures and traps in an attempt to develop the most powerful carnivore plants ever created.



Prof. Groodni the Mad dwarf



To keep his creations fed, he persuaded Grimtooth to allow prisoners to be taken into the maze and released as for testing purposes. Professor Groodni studies how long it takes his creations to catch and kill the prisoners, so that he can find their deficiencies and make them more effective predators.

The Professor is a good fighter and almost always carries some kind of unique weapon with him that he is personally testing. Currently he is carrying a “fungus gun” that fires fungus spores that cover his intended victim with hundreds of fast-growing mushroom-like growths. The effect is so shocking that it usually stops the target dead in their tracks as they desperately try to pull off the fast-growing fungus that attaches to any non-metallic surface, be it skin, leather, or cloth. In a few moments, the victim will be unrecognizable, looking like some hideous “walking mushroom man-thing.”

Groodni likes dwarven whiskey (perhaps a bit too much) and has been caught a couple of times staggering around the estate, bottle in hand. He wears a mystic silver amulet that repels werewolves, which are a fairly common occurrence around the school and the maze. He usually carries about 50 gp in a small leather bag tied to his belt. Groodni also has a map of the maze, which he uses to keep notes on.

Groodni stays close to his creations in the maze and lives in a small house nearby that was once owned by the old school’s groundskeeper, Bugged. His home is a small stone hut with wood floors. However, in the back of the home is a hidden trap door within a closet that leads to a rather large series of caverns that Groodni and I have converted into an alchemical and botanical laboratory. It is in this secret area that all the important work goes on in developing and improving upon the plant creatures we have rampaging through the maze. He has half a dozen goblin assistants down there, hard at work cultivating and experimenting upon the plants. Past the labs, the caves go off to goblin dens, towards the Dragon Grotto, and beyond.



Garden Gnomes: The maze is also tended by a dozen gnomes who assist Groodni in taking care of the plants, cleaning up body parts and the resetting the traps in the maze. They avoid contact with anyone in the maze and know all the secret/safe places to hide. Clever (and fast) adventurers might be able to catch a gnome and force it to help them avoid the maze’s dangers. However, gnomes are tricky, and none of them know about every threat in the maze. Only Groodni has all the info, so they can’t tell delvers everything. They are fairly impervious to pain as well.



SCENARIO IDEAS

A) Get Some Treasure and Get Out Alive: This is the basis for the maze, as far as the adventurers are concerned. They either go in by force or by choice and try to see if they can find some treasure...and the exit.

B) Kidnap Professor Groodni: Groodni is the genius behind the maze. Find him and you can get through and find the treasures. If you succeed in taking him with you as you leave Trapsylvania, his knowledge would be very valuable to other rulers in the area, dungeon masters, and perhaps the law, who would probably charge him with war crimes for all the people he's killed with his inventions. In any of these cases, there would probably be some reward for bringing Groodni to his enemies or new potential allies.



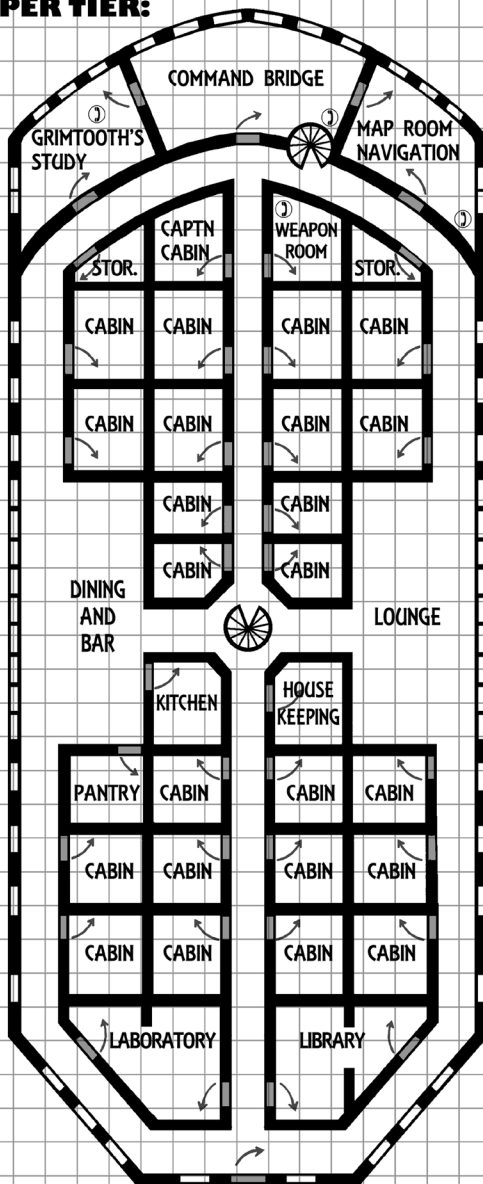
C) Steal Some Secrets: A rival mystic botanist hires the adventurers to recover as many secret plants from the maze as they can get. He figures if they can't get Groodni, the next best thing is to try and recover some of the rare and bizarre plant life that the Professor created. He will pay handsomely for some of the things he's heard about that live there. Perhaps they can get some of the seeds from the burrgants, a sample cutting from the creeping vine, or even steal the fungus gun. Anything like that might be worth their time. If the party is very lucky, perhaps they'll figure out where Groodni's secret lab is and get some of the latest experiments. (Assuming they survive them...)

D) Rescue the King's Son: King Jeffery's only son, Reginald, was captured and the king has learned that he is soon to be taken to the Death Maze. The group has been hired to get in the maze and get his son safely back home. The king will pay each party member 5,000 gold if they can bring Reginald back alive. Time is of the essence and they must hurry. King Jeffery's son is a capable fighter, so he has at least a chance of keeping ahead of the horrors in the maze. Can the adventurers find him before it's too late?

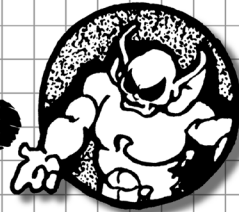
All right, I've *planted* enough ideas to use at the Death Maze. Time to *leaf*.



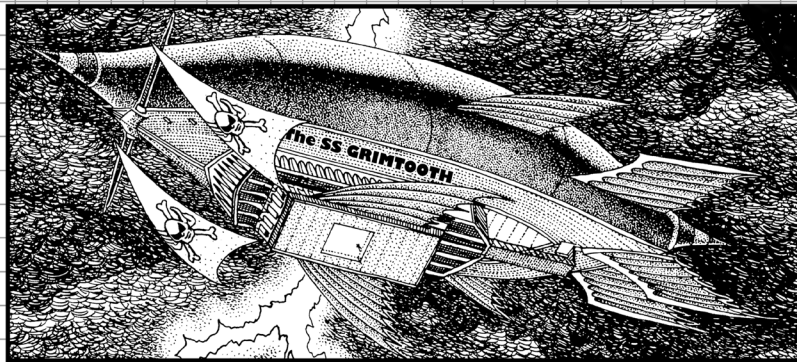
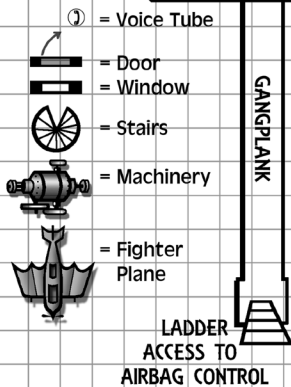
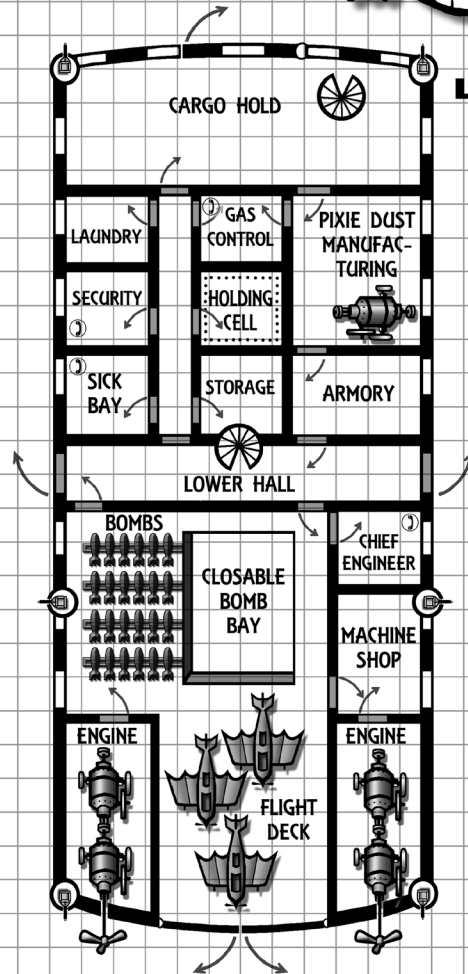
UPPER TIER:



GRIMTOOTH'S AIRSHIP



LOWER TIER:



"I CAPTURED THE AIRSHIP FROM *ROBUR* THE CONQUEROR.
TRUST ME, HE WON'T BE NEEDING IT ANY LONGER..."

GRIMTOOTH'S AIRSHIP (#6)

As featured in *Traps Lite* and referred to in a couple of my other books, I own an airship.

I took this from some megalomaniac human called Robur the Conqueror. For a mere human, I have to give him credit for designing this flying machine, but he was a bit too much of a madman to hold on to it. He didn't realize he'd accidentally flown into a dimensional portal and into my realm. I managed to capture the ship and enhance it with some additional magiks to give it more lift, more power, and more weaponry. Also, the outer "skin" of the airship is now made from dragon hide and has been magically enhanced so that the air bladders behind that outer shell cannot be pierced with mere arrows or even bullets. So my airship can't be blown up or shot down the way one might do with a regular blimp or zeppelin. Think of it like a floating battleship. (In other words, it's tough – like me!)

My airship is a little different from the rest of the places I am revealing to you. Most of them are MEANT to be lures to kill the greedy and the foolish. But this grand device is a functioning asset that I use for travel, so you won't find it filled with carnivorous creatures looking for a meal or clever engines of death that kill any who enter. Don't worry, though, there are still plenty of ways that adventurers can die or be killed on the airship – they just won't be in every room.

Most of its crew consists of dwarves and goblins with a high level of technical know-how and/or backgrounds in magic that allow them to keep my magnificent battleship of the sky running at peak efficiency. I think a few of the original human crew are still working on board, having long since proven their loyalty to me.

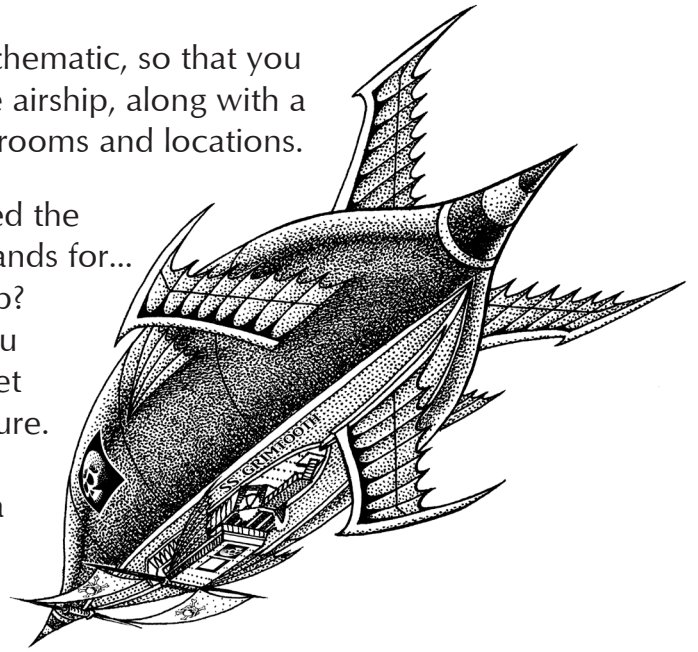
Over the years I have used the airship to search for rare and unusual chemicals, elements, magical items, and to visit hidden and secret locations like Shangri-La, Opar, Thule, Mu, and Lemuria. In *Traps Lite*, I chronicled my discovery of Evenrood's Dungeon (which I renamed *Grimtooth's Dungeon of Doom*) while traveling in my airship.



My journeys continue to this day. Just last month, I was in the airship searching for an extremely powerful Ring carried by a couple of Hobbits. (I didn't find it.) If adventurers play their cards right, they might even earn a trip on the *SS Grimtooth*, should I hire them for a task or two. (But more about that later.)

I'm providing you with just a basic schematic, so that you can readily see the main floors of the airship, along with a detailed description of its numerous rooms and locations.

The SS Grimtooth: Of course I named the ship after me. I forget what the SS stands for... Simply Stunning? Stupendous Skyship? (*Something along those lines...*) As you can see, it's massive – almost 450 feet long including the gas bladder structure. It can transport up to 100 crew and passengers, but usually I travel with a crew of 30 and a few associates or hired adventurers. I like to travel in style, so we have fine wines and sumptuous meals, along with comfortable cabins, and even some entertainment during the long trips. The ship can travel as fast as 90 miles an hour (if needed), but its cruising speed is about 50 mph.



Robur had installed voice tubes so that the bridge crew could communicate with the various parts of the ship, to give orders for course changes or for other commands that need quick responses. See the map symbols to tell which rooms have voice tubes. How they work: in each marked room, there is a removable tube in the wall that looks a bit like a vacuum hose with a cone at the end. You pull the tube to your mouth and blow into it. That triggers a whistle at the other end of the tube, which is in the room you need to communicate with. Someone there picks up the tube in that room and the two of you can begin speaking to each other.

The bridge has seven tubes and each one is labeled according to the room it goes to: my study, the chief engineer, Security, Weapons, Map Room, Sick Bay, and Gas Control. Keep in mind that those seven rooms can only talk to someone on the bridge, and not to each other, as the tubes don't interconnect. Any other communications are done by sending a runner (one of the nearby crew) to the needed part of the ship with a message or order from the bridge.

AIRSHIP OVERVIEW



UPPER TIER: This gondola level is the top floor of the two-story working and living quarters for the crew and passengers. Guests on the airship should only be allowed access to the cabins, the library, dining, and lounge areas on this level. They should not be allowed to go anywhere else on my ship unless escorted by my guards or me. This would include the three rooms at the front of the ship (my study, the command bridge, and navigation) and the entire lower tier. The only time visitors should be down there is if I get annoyed and have them thrown in the brig! Also, guests are not permitted to carry weapons on the ship unless they have been given by my crew. All their weapons will be stored below in the armory, or possibly in my study.

Grimtooth's Study: This is my inner sanctum when travelling, where I sit at my large desk, planning our journeys and pondering any interesting discoveries we have made. Typically I'll be reading the pages of some unearthed arcane spellbook or an unusual magic item whose use needs to be properly discerned. There are also several padded leather chairs, and against the walls are many rows of rare books and scrolls, and a couple of tables with other strange things I am actively studying. There are several hidden trap doors around my desk, which I can activate with the press of a button. Anyone standing on one will fall through the floor and down a chute which opens at the bottom of the ship and sends them plunging to their death (assuming we're in the air). There is also a trapdoor under my chair that will whisk me to the level below, so I can take one of the planes and escape, should the need arise.



My study is magically locked. If someone enters without my permission, I'll be alerted by a fast-flying pixie who is stationed in my study. She will fly to me with news of any intruder. She has her own little entrance within the wall, so you aren't likely to even see her.



Command Bridge: This is the control center of the ship and where you'll usually find the captain and the officers who keep the crew primed and ready for any situation. A large collection of switches, levers, and control panels allow the crew to steer the ship, change course, fire weapons, and raise or lower the airship within seconds of my barking a command. Access is limited to the bridge crew of about six and myself, but we allow guests in when it makes sense to do so. There is always an orc guard at the door, so no one can just barge in. Twelve parachutes are located on the bridge. I should add that there are enough parachutes on board the airship for about forty people to escape.



Map Room/Navigation: This is where we keep the charts and set the course for our journeys. One wall is covered with a set of wooden cubbyholes, each of which hold a rolled-up chart map of a region or of the known trade winds in a given area. In the center of the room there is a large table that allows the navigators to roll out the scrolls to plan their route. Sextants and other tools for plotting a course are also found here. Usually there are two people in this room, both of whom keep track of the charts, weather conditions, ship's log, and calculate any navigation that needs doing. This room is usually locked to the outside and can only be accessed from the bridge.

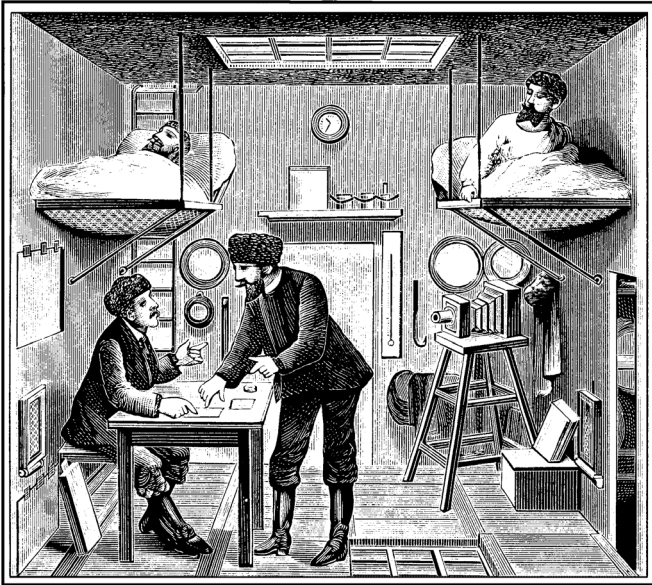


Weapons Room: The gunnery crew meet, study, and plan for any upcoming battles here. There are six gunnery stations on the lower deck of the ship (see the map). Twelve crewmembers are trained to operate Gatling guns, which are hand cranked and fire about 300 rounds a minute. Only one or two of the stations are generally in use, although if we are in a large battle we can get all six firing at the same time. The bomb bay crew also uses this room to meet and discuss ways to better their attacks and skills. Some members of the bomb bay and gunnery crews are interchangeable. There are a large meeting table, maps of the airship, and a chalkboard in this room.





Guest Cabin: This is the typical cabin that would be used by a guest on board the ship. There are two bunk beds, a small couch, fold-out table, sink, and a couple of cabinets for hanging and storing clothes, etc. It's a bit like a private room on a Victorian-era train. (*see illo below*)



Crew Cabin: These cabins are very similar but are arranged so that three people can sleep in one room. The couch turns into a bed and there are some additional spaces for storage and a smaller table. The furnishings are more functional and show more signs of use than the guest cabins.

Storage Closets: There are several of these throughout the ship. Usually they hold things related to the area in which they are located. The storage closet near the cabins will have things like blankets, pillows, and sundries, while the closet near my study will have things I might occasionally need, like thumbscrews, a cauldron, candles, and other items used for magic ceremonies.



Dining Area: I'm a cultured troll and enjoy the finer comforts, so I arranged for excellent epicurean dining and fine wines to pour freely. My cooking staff prepares a daily menu. The chef can prepare special items on request (within reason). Breakfast is served at 8 a.m. Lunch is optional. Dinner is served at 6 p.m. Don't be late if I'm there...

Kitchen: All that great grub has to be made somewhere and this is where that happens. There are the usual things you'd expect in a kitchen: large oven, cooking pots, pans, and other utensils. However, to make certain that they are able to make food to MY standards, I have introduced a few "incentives," to assure these standards are kept. The cooking staff's hats are remote-controlled so that if anything is brought out that is not to my liking, I can press a button and give them a 20,000-volt shock of electricity. Trust me – it keeps them on their toes.

Pantry: This is where the ingredients, meats, and supplies are kept for the food prepared on board. There is a large marble container, which has a spell upon it that keeps it permanently cold inside. Meats, cheeses, and anything else that needs to be kept chilled are stored in here.

House Keeping: Towels, sheets, cleaning materials, sundries, plus some small tools and supplies for making minor repairs to the cabins can be found here. There are also cleaning chemicals for removing blood stains...we seem to get a lot of those on board.



Lounge: Sometimes we clear this space when the whole crew needs to be addressed by the airship captain or myself, or for duels. Most times there are chairs

and tables in this area and it gives the crew and guests a place to relax or study and just enjoy the view. My attractive serving wenches are around to bring you drinks from the bar. Tip generously or your next drink might be poisoned.

Central Stairs: These spiral stairs connect the upper and lower tiers. However, the stairs end at a locked iron door. Only certain crew members who need to go to the lower tier have a key. If there are any guests on board, I always make sure that guards are posted at the door to make sure no one strays from the designated areas.

Laboratory: Only myself and a select cadre of highly-trained crewmen are allowed access into the lab. It is here that science, alchemy, and magic are fused to serve my needs. Most of the work in this lab is devoted to studying rare and unusual chemicals, creatures, and magic items that we discover while traveling. The room has countertop space all around, along with cabinets filled with chemicals, bottles, and other testing equipment. There are also 3 seven-foot-long worktables with four clamps on each corner. It's obvious that these tables were meant to hold human or similar-sized creatures. (From time to time we need to examine people who have been changed or affected by some strange magic or chemical effect.) In the center of the room is a large heated cauldron with a strange green glowing liquid in it. The liquid seems to move and swirl as if moved by some unseen hand. This is one of my latest experiments in creating a substance that is immune to magic of any type. What's in that cauldron currently is not immune to magic, but perhaps given enough time, it will be. If I could invent such a substance, it would allow me to put an end to 90% of the ways that delvers are able to defeat my traps. I just need to find the right mix of anti-magical ingredients.



Library: Open for any crew or guests. There are three tables, and shelving lines the entire room. I have many books and scrolls in my collection, but I call this my traveling library. The books in this room are devoted to information I might find of use while traveling to distant locales. Anthropology, bestiaries, botany, ethnic studies, geography, history, and travel logs are the sorts of books you'll find on these shelves. If I know where I'm going, I usually stock additional books specific to my destination. There are no spellbooks here. Any of those on board are safely locked in my study.



Gangplank: A strongly-locked door leads to this outside catwalk. Sometimes we use this area to dump unwanted or dangerous items from the ship, including anyone who betrays me or steals any of my belongings. It also leads to a ladder that goes up into the air bladders. There are various valves and controls at the end of the stairs that are used in case of an emergency. The valves open or close gas lines, or vent excess gas. We can do any of that from the bridge or the lower deck gas control room, but these controls are a last resort, should all else fail.



Airbag Control: There are additional mechanical and work areas inside the gas bladders above the upper tier, but they are not relevant for running an adven-

ture, and almost impossible for anyone but specific crew members to even get to, so just assume that area is a collection of gas bladders and some valves. There are usually at least one or two crew members up here doing maintenance or checking for leaks.



Lower Tier: This level is the bottom floor of the gondola for the crew and passengers. Most of the mechanical and support facilities for the running and function of the ship are located here.



Cargo Hold: Here is where I keep anything large that I have found while on the journey, along with extra supplies for the ship. We also transport some cargo for sale to some of our regular buyers. These include multiple types of traps and parts for more, along with some raw materials like sulfur, mercury, and various toxins and poisons that despotic leaders (and GMs!) need to use on a regular basis. There are also iron bar cages that can be put up to hold any creatures that we might bring back from our expeditions. We transported a small dinosaur in the cargo hold a couple of months ago.



Gunnery Turrets: There are six of these on the lower level. Each one contains a Gatling gun on a rotating turret, which allows the gunner to quickly move back and forth or up and down to fire at targets in the air or on the ground. The turrets are built so that it is impossible to shoot into the airbags above, so dismiss that idea as a way to take down my airship. The range is 200 to 1,200 yards, depending on the wind and the height from the ground. The Gatling guns fire 300 rounds a minute and use .45 caliber ammunition. One person can operate the gun, but a second person needs to return with additional ammo and to help reload. The gunners have bringers who arrive with ammo in a wheeled cart. One person can reload the guns, but it's a lot easier if two people do it.



Pixie Dust Manufacturing: This room is used to create pixie dust, which is mixed with the helium in the gas bladders. Pixie dust gives the ship significant extra lift, allowing us to use very little power to move, and lets us carry whatever we want without worrying about making the airship too heavy. In order to create pixie dust, I have captured a hundred pixies and have them in small individual cages that take up two walls in this room. *(Don't worry, they are fed and watered regularly, as I need them alive.)* I'm not going to go into the details of how the pixies create this magic substance. (Trust me, you don't want to know.) Specially-trained crewmembers collect the substance from the cages, grind it up, and pump it as a fine powder into the gas bladders, which reduces the weight of the airship by 75%. Needless to say, my discovery of harnessing the pixie dust is a valuable piece of knowledge – one that I choose to keep to myself. Not even the rest of the crew are fully aware of this room or its purpose. No doubt, if any of the adventurers managed to get into this room, they would be horrified to see all these cute little fairies all locked in cages. They probably wouldn't understand why or what the purpose of this room even is, though they might eventually figure it out. They'll likely want to release them all, but if they do, most of the

pixies will attack them. I hypnotized almost all of the 100 pixies to believe they are living in a cave with all their pixie friends and that I have saved them from a volcano. About ten of them are resistant to the hypnosis, though, so they'll at least be grateful. Odds are the adventurers will have to either kill the rest of the pixies or quickly retreat from the room. My goblin handlers have a moongem they wear on a necklace around their necks, which puts pixies to sleep when activated, so they'll be able to put them back in their cages.

Gas Control: This room has numerous pipes, valves, and gauges, along with a control panel that shows the pressure and condition of the air bladders that keep the airship aloft. A large pipe from the pixie dust room leads here, goes into the control panel, and continues up through the ceiling. It is here where the pixie dust is pumped into the air bladders to give additional lift. The key is making sure that the amount of "dust" is equally distributed into the bladders, or the airship will start to tilt at odd angles. Two crewmen work here at all times, as this work must be done constantly. One dwarf and one goblin are on usually on duty. The dwarf knows about the mechanical aspects of the air control equipment and the goblin has specialized knowledge about the properties of the pixie dust.



Laundry: This is where the clothes, sheets, and towels get washed. This room is in use whenever the washing needs to be done; different crewmen take turns doing the laundry. Fortunately for them, I have a magically-charged device that washes an item in a few seconds without the use of water.



Holding Cell: Besides regular walls, this room has a complete iron bar cell with in it, to make escape more difficult. The guards across the hall in Security check on and feed any captives, if the mood strikes them. We use the cell if anyone sneaks on board the ship or violates the rules, which are: Don't annoy Grimtooth in any way.



Sometimes if Grimtina finds a strange, dangerous animal, we keep the creature in this cell. If anyone else is in there at the time... Oh well.

Security: My orc guards use this room as their command center and quarters to keep themselves always available and at the ready to be able to react on a moment's notice. Being across from the holding cell allows them to keep an eye on any prisoners. When there are guests aboard, they are even more vigilant. They'll go on patrol on the upper tier just to let the visitors know that they are being watched. There is a bed here where one of the guards can be awakened if needed.



Sick Bay: This is where wounded or sick crewmembers go if they need medical attention. My dwarven healer works here, using a combination of magic and practical medicine to take care of anyone who needs it. She's one of the few females on the ship, so she is very popular. Healer Anne'tae can't bring back



the dead, but anyone with a broken leg or a mild poisoning has a good chance of returning back to health. Anne'tae cured my sister of acne, so Grimtina gave the healer a small pet armadillo, which she keeps in her cabin. Every day or so, she takes it out for a walk around the ship. Being taken to Sick Bay is one of the few ways that a visitor will get into the lower tier.

Storage: This room has storage for Security, Sick Bay, and the laundry. There won't be any weapons here, but you might find some small armor pieces, like a buckler or helmet, sleeping pills, bandages, laundry soap, towels, and other items related to the three locations.



Armory: This is where any weapons on the ship are kept, including weapons any visitors on board own. (Bridge crew and security guards are allowed to carry weapons at any time, but no one else is.) If there is a battle or an attack, the orcs (or if they are busy, other crewmen) will unlock the armory and issue appropriate weapons to the rest of the crew. We have everything in there from daggers and blow darts to crossbows, muskets, spears, flintlocks, a box of grenades, swords, and complete armor. Most of it is made for dwarves or goblins, but there is armor and weaponry large enough for humans as well.



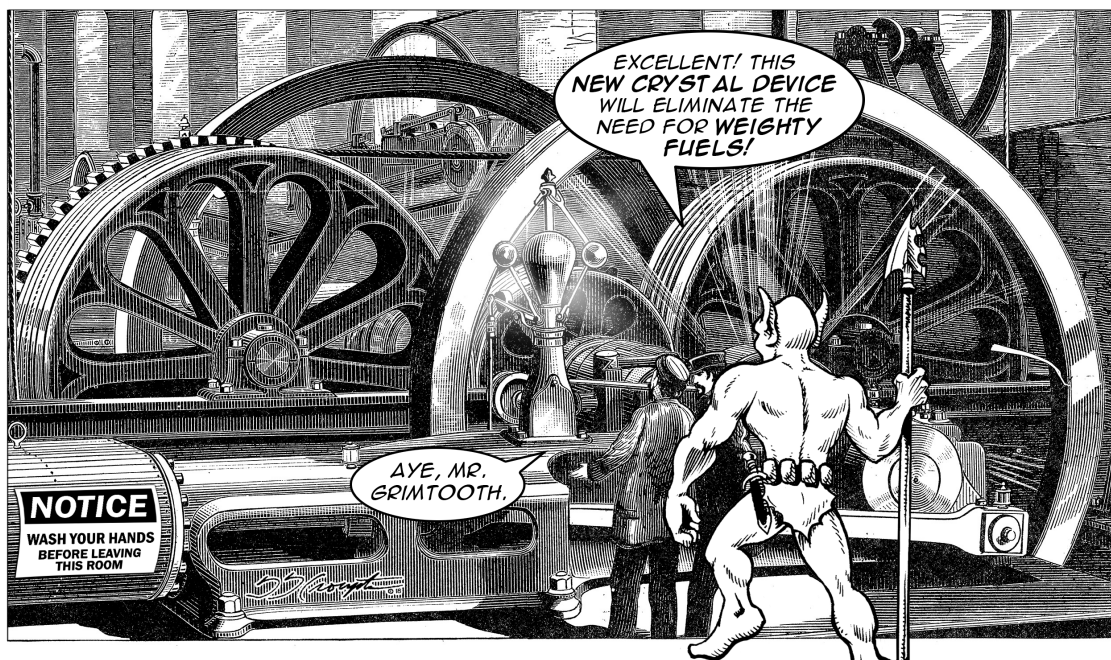
Lower Hall: When the ship lands, the stairs are unlocked and this hallway is used to allow anyone on the upper tier to disembark. If there are visitors on board, all the doors along the hallway are locked, except for the two exits. When the ship is in flight, only crewmembers with keys have access to this hallway. This would consist of crew who work on the lower tier or would logically need to go back and forth between the two tiers. I, of course, have a master key that will let me go anywhere on my ship.



Chief Engineer Station: One of the last human members from the original crew still works here as the chief engineer. We call him "Old Ned" and he knows more about the mechanical workings of my airship than anyone still alive. He helped build the airship for Robur many years ago and is so in love with this ship that its continued existence is more important to him than who owns it. He complained a bit when I incorporated some of the magical elements into its redesign, but he sees their advantages now. Ned is the person to consult should anything stop working or some other question regarding the stress and speed limits of the ship occur. Despite being a mere human, the goblins and dwarves have grudging respect for his knowledge and skills. Those that work closest to him would probably give their lives to save him – such is the loyalty he's inspired. This room has a tall desk with many cupboards for holding various keys, small tools, and rare parts for the airship, along with several chairs and numerous shelves with rolled up schematics and detailed plans of the workings of the ship, which Ned often uses to track down where various pipes and tubes run into the superstructure. There is also a fold-out cot, as Ned often sleeps here when repairs or upgrades are being done to the vessel.

Machine Shop: This room is filled with lathes, tools, and equipment for repairing or creating replacement parts for anything on the ship that needs to be replaced. Occasionally I'll have them create a specialized trap or weapon I need when trying to complete one of my quests for rare items.

Engine Rooms: These two rooms on either side of the ship are where the engines that drive the propellers are operated and maintained. There are also tools and equipment for making adjustments or repairs. The engines used to run on coal, but that was heavy and inefficient, so now the engines run on magic power crystals I obtained in Lemuria. Attached to the main flywheel of each engine is a mysterious metal box which contains a purple glowing crystal which I have adjusted to make the flywheel spin at high speed. I have a few extra crystals stored in the safe in my study, in case we use up all the power in one of the installed ones. There are usually three to five crewmen working on or monitoring the engines at any given time.



Bomb Bay Area: On one side of this area are racks of bombs, which can be dropped from the airship at any target I choose. One of these bombs would destroy an area about 50 feet in diameter and we have hundreds of bombs on board. Each bomb is about five feet long and is rolled along a track by a couple of dwarven bombardiers. They know how and when to drop the bombs to get the best effect.

The bomb bay itself is fairly large and is also used to haul up valuable items that might be too difficult to get into the ship otherwise. A winch in the ceiling allows us to lift things into the bomb bay with relative ease. I added railings on the three sides of the bomb bay adjacent to the hall after we lost a few crew men who were in too much of a rush to notice the giant hole in the floor! Speaking of which, anyone hanging around here that isn't supposed to is also likely to be thrown out the bomb bay if it is open (it is closed most of the time).

Flight Deck: I have three fighter planes that are used for strafing peasants and armies when needed. We also use them to scout ahead and check out new territory before we enter it with the airship. A dozen crewmembers are trained to fly these, and they do practice flights several times a month. The wall in front

of the planes opens up, allowing them to fly out with ease due to the fact that the wings are lacquered with pixie dust. This makes the planes so light that they need almost no momentum to stay aloft. The engines' only purpose is to make the planes move forward quickly – up to 150 miles per hour. Their range is about 700 miles, so they can fly 350 miles out, and then return. Grimtina is also taking flying lessons with the flight crew, but I'm not supposed to know about that.

CHARACTERS YOU MAY MEET



Grimtooth: My sister and I don't quite look like your typical trolls. However, there is no doubt that I am the unquestioned ruler of Trapsylvania, and the owner of this airship. Though I might not admit it outright, it is probably obvious that I consider the airship one of my favorite possessions. I'm quite protective of the ship and am familiar with the details of its workings. Though I enjoy a clever comment, I do not suffer fools lightly, and my quick temper is legendary. Cross me and I'll disembowel you and throw you out the nearest window!



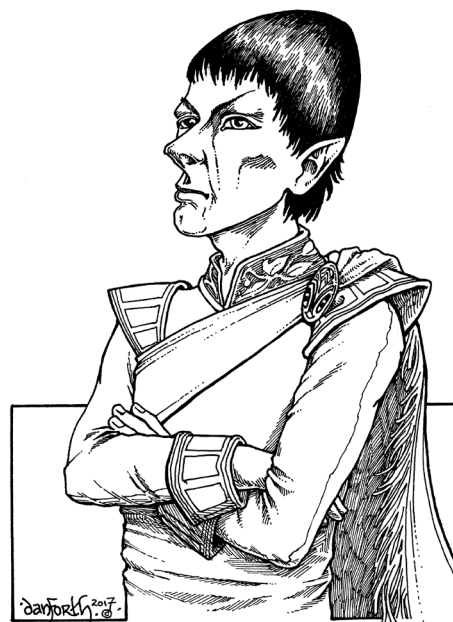
Grimtina: This is my permanently teenaged sister, who is a constant annoyance to me. Still, I will protect her should the need arise. Really, she can take care of herself and probably kill most of the members of your party if she wants to. Grimtina likes to see new things and tease new people she meets, so she won't be able to resist engaging with any visitors on board. She's a force of chaos, and is as likely to help you as she is to lead you astray. Grimtina likes to see what will happen when she sets up some bizarre set of events, so you have been warned. She does have a weakness for small, cute animals, so if you have one (or are one), she is more likely to give you a break.



Captain Quert: When I'm not around, Captain Quert is fully in charge of the ship and its crew. He's gruff but fair to his crew, as long as they know that the ship should be their first priority. Quert is also a bit stubborn – not too surprising for a dwarf – but given the facts, he's willing to grudgingly change his opinion. He has brown hair and a short trimmed beard.



1st Officer Mister Sqawg: This dark-haired comrade of Captain Quert has served with him for many years and the two of them were part of my army that invaded what is now Trapsylvania. When I took over the airship, Quert volunteered to run the ship, and he chose Mister Sqawg as his first officer. Sqawg's mother was an elf, and as such he is taller and thinner than a typical dwarf. He also has no facial hair and pointed ears. He is a capable and very scrupulous first officer.

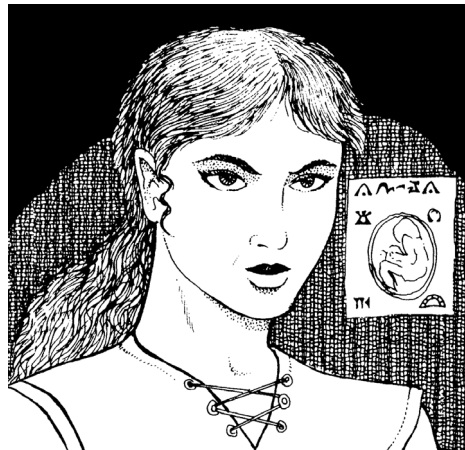


Navigator G'Taki: G'Taki used to be the navigator on an ocean-going vessel I owned. After I sold it, I transferred him to the airship, where he adapted his skills to the skies. He wears his long dark hair in a braid down his back and is very good with a sword. I think the goblin secretly longs to be a pirate.

Chief Engineer Old Ned: Ned was the engineer on the airship when Robur the Conqueror owned it and it was called the *Albatross* (horrible name). When I took over the ship, I spared Ned's life in exchange for his skills and ability to keep the ship running. Over time, he and I have come to an understanding, and now he loyally serves me and the ship he so loves. He's probably in his late fifties and has silver-grey hair and a mustache. He does have a tendency to drink too much, but as a human among dwarves, that's a plus. I don't care, as long as he gets his work done. I do worry that if the right girl came along, he might be tempted to run off with her. Hopefully none of the female adventurers I invite on board fall for him.



Healer Anne'tae: Her dark red hair is usually tied in a long braid down her back so it doesn't get in the way while she is taking care of patients. This dwarf takes her profession very seriously and will take care of anyone regardless of their alignment or loyalties. She is unattached, but has been known to date some of the male dwarves on board from time to time.



SCENARIO IDEAS

A) Mission to the Necropolis: In this scenario, the delvers either answer an ad I posted on the abandoned village bulletin board, or I have captured them, and for whatever reason, they have done something to impress me enough that I offer a once-in-a-lifetime opportunity. I'll pay them to go obtain a valuable item for my collection of artifacts. The mission: I need them to sneak into the Ancient Egyptian Necropolis, find the *Book of Thoth*, and bring it back to me. The *Book of Thoth* is a legendary Egyptian spellbook with spells designed by the gods themselves and written by the god of scribes – Thoth. Thousands of years ago, the book was hidden in the depths of the Egyptian land of the dead (the Necropolis) so there'll be lots of ghosts, wraiths, mummies, and flesh-eating scarabs. The reward will consist of 10,000 gold for each one of the party who return, as long as they bring the *Book of Thoth* and turn it over to me. The spellbook is dangerous and only a mage of the highest caliber should even look at it. (Which is why I should own it!) The Necropolis is a long way from my realm, so I'll take the delvers there in my airship. If I am feeling confident in their chances of suc-

cess, I may even lend them a few magic items, weapons, or armor that will help them survive. (As GM, you will have to make up the rest.)

B) 20,000 Leagues Over the Sea: While traveling in my airship, the adventurers' path crosses mine. Perhaps the group is stranded on a volcano, or I'm bored (or even attracted to a particularly beautiful elven princess or Amazon in the group). Anyway, I save them all from death and decide to take them with me in the airship while I search for the lost island of Atlantis. Needless to say, the adventurers will get pulled into the quest, and it turns out that the language used by the Atlanteans is close enough to one of the party member's that they can work as a translator. If they are all helpful, I'll reward them appropriately and drop them off near a safe city on the way back to Trapsylvania. If they become bothersome, I'll strand the party in some isolated, mysterious island – and they can fend for themselves.

C) I Want That Ring!: One of the adventurers has an amazing ring of power, but is unaware of its significance. I, of course, know its value and have tracked the ring to these adventurers. I take them in, charm them a bit, and then attempt to get the ring – first with incentives; if that doesn't work, with force. There is really nothing they can do to stop me, unless they can get some help from an army of elves and humans who have pledged to stop the wrong person from getting hold of that ring. If I get it, the world will soon fall under my dominion. In the end, maybe they'll have to destroy the ring before I use it. The question is, how do they destroy it? (And yes, this is meant to be a parody of that classic fantasy story.) Just go with it and have some fun.

D) An Uneasy Alliance: While on a journey to a hidden valley of dinosaurs, my crew and I are overwhelmed and we lose the ship to the **Vril-ya**, an underworld race of bat-like winged beings with incredible powers. A swarm of them flew up from a deep cavern we were near and they took over the airship. Most of us escaped with our lives and are hidden out in the nearby hills. It's then that we meet up with the adventurers. Make sure that the adventurers have already met the **Vril-ya** and they have kidnapped one (or more) of their party for a sacrifice. I offer to form an alliance with the adventurers: help us get back our ship, and we'll help you rescue your missing person(s) and take you wherever you want. It's embarrassing to have to ask for help like this, but beggars can't be choosers.

Note that you can add me and or Grimtina into any of these scenarios, or play them straight and just have the captain of the airship be the person in charge. These will work either way, but it's more fun if I am there, of course, and Grimtina adds her own tinge of madness to the proceedings – if you like that sort of chaos. Anyway, that's enough scenarios to start with. You should be able to come up with your own as well, now that I have presented you with this priceless background information. All right, let's take off...





Armored door lowers into ground

GUARDS
1

ARMORY

MAP KEY:

□ 1 Square = 10 ft.

— = Door

⊙ = Stairs

⚙ = Machinery

✈ = Fighter Plane

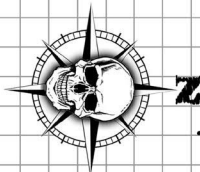
⊙ = Gunnery

GRIMTOOTH'S AIRSHIP HANGAR

MAIN HANGAR DECK

GUARDS
2

CONTROL
CENTER



GUARD
&
GROUND
CREW
QUARTERS

REC
ROOM

CAFETERIA

KITCHEN

PANTRY

GUARDS
3

REPAIR
SHOP
&
EQUIPMENT

MACHINE
SHOP

FLOOR
MANAGER

STEAM
GENERATOR

COAL
BIN

ENGINEERING

GUARDS
4

Armored door lowers into ground



AIRSHIP HANGAR (#7)

You've seen my airship, now let me show you where I keep it. One has to have a hangar for these things or they get wrinkled just lying on the ground. (*One of the crew told me that just before I killed him*). Seriously though, you need a hangar to protect the airship from weather, possible attacks, and (most importantly) for repairs and upgrades. We had plenty of those when I added magic conversions and enhancements a few years back.

Although I captured the airship fully built, I improved upon it in many ways. (See the airship section for details.) I had to build this hangar from scratch. Needless to say, since I am an engineering genius, I was able to create, quite possibly, the best airship hangar on the planet. (How many can there be?) I have a castle, but this hangar is my fortress supreme – my secret base, if you will. (Though it's hardly hidden.)

My hangar is a very large building. Made of solid stone, it's 550 feet long, 350 feet wide, and 250 feet high, with more than enough room to fit my magnificent flying machine. You have to understand that the airship is an extremely rare creation of advanced technology for the world I live in, and as such, there are many who would go to any lengths to gain its secrets – or even just steal it for a joy ride. So I have to keep it safe. This hangar is the best way to do that. It's probably the most secure building in Trapsylvania – and, ironically, the one with the least traps in it. Seeing as I have a lot of equipment and specialists working here, I can't afford to easily replace them, unlike the minions in the rest of the locations I rule over. I instead rely on my troll and orc troops to guard my flying treasure.

The hangar had to be designed to be easy for the ship to arrive and depart, but kept secure from felonious fingers, so I incorporated my particular expertise to keep out the unwanted. That, plus two platoons of troll soldiers always at the ready, should any interlopers attempt an attack. As you can see, the hangar doubles as a fortress.

Here is my overview of the facility. Take notes: you may find them of use if you decide to build your own base to hold some huge valuable item like an airship or an inflatable dragon.

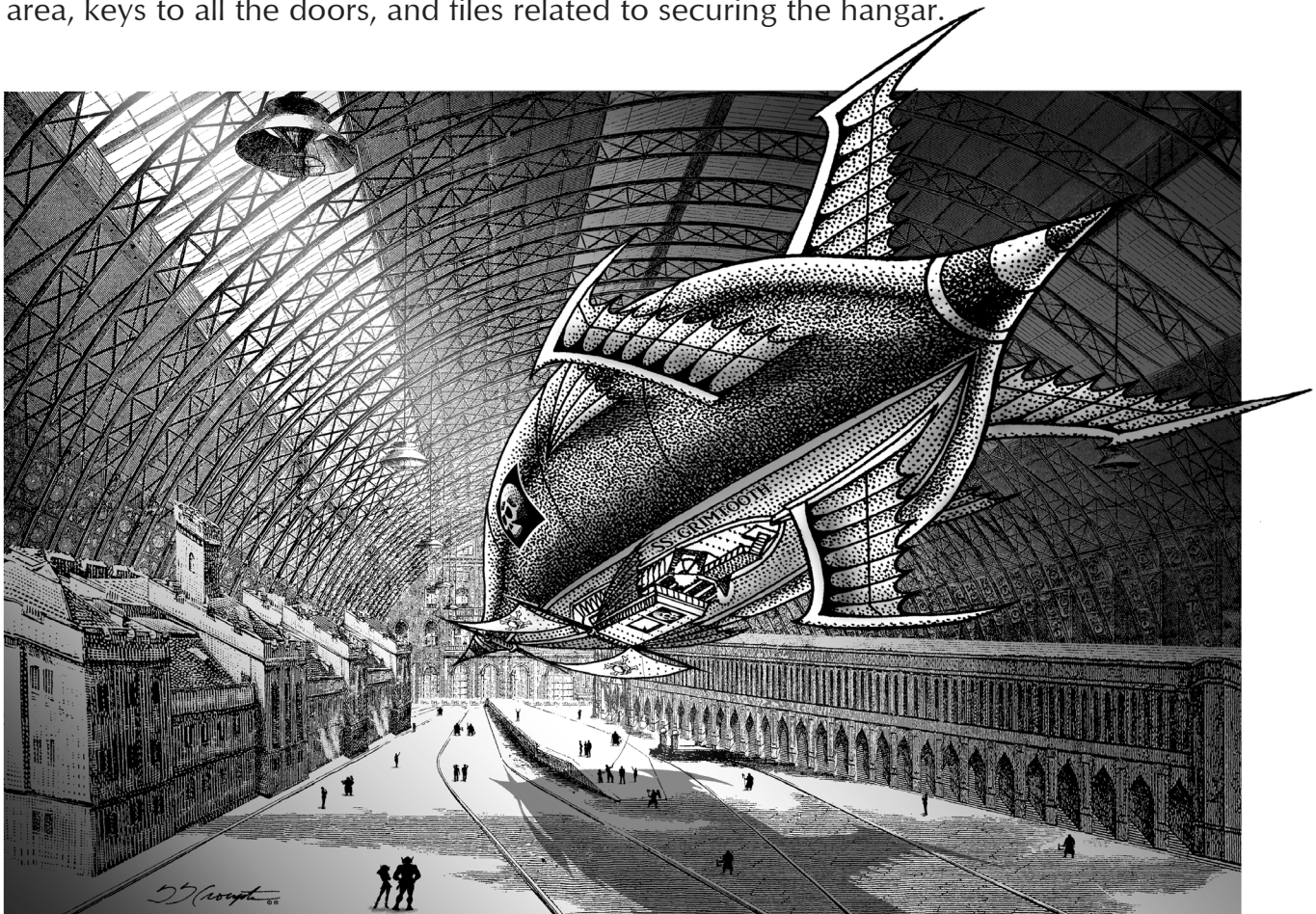
Hangar Airship Gates: There are only four ways into the hangar: doors on the north and south walls, and two massive iron and concrete gates at each end of the facility. These two gates are large enough for the airship to pass through. The giant gates rise up from the ground, raised with a series of steam-driven winches when the airship is away or we need to secure the hangar. The one-foot-thick gates are also magic-resistant and impervious to fire. Once raised, passing through the gates is almost impossible. On either side of each gate is a large gunnery position where a troll with a Gatling gun sits at the ready, should the need to repel attackers occur.

North & South Doors: Each side of the hangar has a set of double doors, which are guarded by orcs outside the door, and another guard inside armed with a Gatling gun. So it is quite difficult for anyone to enter without giving a very good reason. The doors themselves are thick solid wood banded with iron. They are also magic -resistant.

Guard Towers 1-4: At each corner of the building is a three-story rounded tower that is used as a lookout for the airship, as well as a security station for the hangar. Each tower is the same inside, with a couple of strategic gunnery placements and narrow windows that allow the guards to safely shoot arrows at enemies. Probably a couple of boxes of ammo for the gunnery placements and crossbow bolts and a chair or two can be found on each level as well. Spiral staircases lead up to each story, with access to the hangar roof from the third floor.



Armory: This room, just north of the east gate, is where the guards keep all their weapons, ammo, and armor. The armor here is meant for trolls and orcs. Some of it might fit average-sized humans, but it won't be any help to smaller humans, dwarves, etc. The weapons include spears, crossbows, swords, daggers, and maces. There are no extra Gatling guns, so don't get any ideas about carrying one of those around. They are all bolted in at the gunnery placements around the hangar. There is ammo, gunpowder, and some spare parts for them, though. In the corner of the room is a desk and chair where you can find maps of the area, keys to all the doors, and files related to securing the hangar.



View of the main hangar deck



Control Center: This room, just east of the north gate, is used as the control center for the airship and the hangar. It includes an extensive collection of maps of the nearby and distant lands, a magical weather-predicting crystal ball, charts of the air currents, and a cage full of carrier fairies specially trained to deliver messages to the airship, the hangar, or anywhere else in Trapsylvania they are sent to. At least one trollish guard is always posted at the entrance to this area. Usually there are half a dozen of my minions engaged in duties here. Most of them are good fighters, should the need arise, and they all carry daggers or swords.

Main Hangar Deck: This large, arched-domed area is where my airship stays safely docked when I'm not using it. Scattered about you'll also find carts for hauling supplies and equipment needed to service the airship. There are two large round windows over the gate doors that allow for natural lighting during the day. Magical orbs light the inside at night when needed. Several guards are on patrol at all times. You'll also find my five extra flying aeroplanes, which I use for local reconnaissance. Including the three planes on the airship, I have eight of these. I used to have a squadron of twelve, but some have been lost in battle and one was stolen. Replacing these has proven very difficult, but I have a team working on that in the repair shop.

You may notice that many of the rooms here seem to have a second floor. Some rooms just have very high ceilings (like the cafeteria and the control center), but other rooms have lofts where additional supplies or equipment are stored. Any rooms with lofts will be noted; otherwise it's just a high-ceilinged room.



Guard & Ground Crew Quarters: Almost all the people that work on and guard my airship have to sleep somewhere, so this is the place. There are plenty of bunks, and each person has a locker to keep their stuff in. About forty guards and workers sleep here when the airship is in for repairs or restocking. The rest of the time there are maybe twenty people staying here. When not on duty, my servants are allowed to leave for a few days at a time. There is also a nearby barracks where more of the guards stay when they are off duty. Most of the airship crew stays on the airship when it is in the hangar. Besides the quarters, there are also a recreation room and a cafeteria.



Kitchen: Our chef and three assistants make all the food here. There are lots of pots, pans, butcher tables, a hearth, a large sink with water, and lots of other cooking utensils and supplies here. They work all day and into the night to keep the staff fed. When the airship is in, the cooking staff disembarks and lends a hand as well. A couple of dullards collect and clean the dishes. Lots of items in here could be used as weapons; knives, meat cleavers, pans, and jalapeño peppers come to mind. And trust me, the chefs know how to use them.



Pantry: Fruits, dry goods, grains, and fresh meats are stored here until the cook staff needs them to make various meals including stew, meat and potatoes, and dwarven haggis, which is quite popular among the airship staff.

Repair Shop & Equipment: The airship and hangar repair crews do a lot of the work needed to keep everything running in smoothly here. There are a lot of tools and various pieces of equipment scattered on the worktables and hung on the walls. Some of the items here are magic and are used to keep the mystic enhancements I added to the airship in good working order. A second-story loft holds additional tools, parts, and raw materials.

Machine Shop: This is where my minions fabricate needed pieces. There are lathes, saws, and a forge where metal parts can be created and machined into useful parts. A second-story loft holds additional tools, parts, and raw materials.



Floor Manager: This room is **Slias Mechgrekor's** office and work area. There is a large (but low) desk and several work tables where plans and schematics are laid out, along with a few small parts, springs, and gears. Against one wall is a large bookcase with numerous books and scrolls, most of which are about engineering, chemistry, and applied magic.

Slias is the dwarf in charge of the repairs and maintenance going on at the hangar. His job is to make sure that any work projects on the airship or the hangar are done efficiently. He also decides when and how much effort and time can be given to these various projects. A thorough search of the room will turn up a leather bag filled with about 200 gold pieces, in a locked drawer of his desk.



Steam Generator: This noisy room is where the power is generated for raising and lowering the heavy entry gate and for running various other pieces of equipment at the hangar including pumps, lathes, mechanical saws, and some lighting. The large contraption is kept running by a team of ten who know the workings of the generator in great detail. They are a mix of dwarves, orcs, and humans. There are numerous pipes, gears, and levers, and many of the pipes and tanks are quite hot, due to the high-pressure steam and burning coal. A fight in here would be very dangerous, and there is a 40% chance of any fighter taking additional burn damage during melee. On the east wall is a long trough filled with coal and a couple of shovels and a small iron door that allows coal in from the outside coal bin.



Coal Bin: This large container filled with coal for the steam generator is about five feet above ground and three feet below ground. It is directly connected to the outside wall of the hangar. The coal bin is probably seen as the "easiest" way to sneak into the hangar, but it is neither easy nor clean. At the bottom of the coal bin against the wall is an iron door, 3'x3', that is opened whenever they need to shovel in more coal. It is possible to dig through the coal, find the door, force it open, and crawl through into the steam generator room. How-





ever, you'll be completely covered in black coal dust and easy to track if they start looking for you. Are the adventurers savvy enough to even know the door is buried there?

Engineering: A group of my trusted designers works here to create new plans and come up with solutions to any new or ongoing problems related to the airship or the hangar. There are 2 humans and 3 dwarves working here at the moment. This room has five desks, each of which is covered in a pile of sketches, schematics, and reference materials.

There is a complete set of plans for the airship and the hangar, each in a large bound book on a shelf against the east wall. If anyone wanted to steal the plans for building either one, this is the place to get them. Other locations in the hangar have some or most of the plans, but complete details are only located in these bound books. I, of course, have duplicate copies in my underground study, but you're not getting in there.

SCENARIO IDEAS

A) Work at the Hangar: Do the adventurers have any skills or knowledge that might be useful at the hangar? If they can pass a loyalty test and a look into the delvers' backgrounds by my minions, I might just hire them to work for me. I don't hire elves though, so don't bother to apply (elves killed my father, so I ain't paying them). I will hire orcs, trolls, humans, or dwarves, but they need to have the skills to operate a forge, repair equipment, or work in the kitchen. Pay is 40 gold a week plus food and board.

B) Steal the Plans: The party has been hired by one of my enemies to sneak into the hangar, find plans for the airship, and steal them so that another nearby country can build their own airship and maintain the balance of power. The employer will pay 10,000 gold for the plans if they can deliver. Alternatively, they could also try to steal the plans for the hangar. These are less valuable, but still worth a goodly amount. They'll pay 2,000 gold for those.

C) Escape Trapsylvania in an Airship!: The party manages to break into the hangar, get to the airship, and steal it! This is a highly risky and ill-advised idea. For one thing, how will they be able to operate it? It's highly doubtful that anyone without training could navigate the airship at all. They might be able to hold the crew hostage and force them to fly it out, but there is a lot of crew and it's just a matter of time before my crew figures out how to capture or kill the adventurers. However, it is remotely possible that the right adventurers with plenty of luck and smarts might just pull it off. If they try to sell the airship to a competing power, they might get millions in gold. Or they could take off and go on adventures in distant lands, assuming they can find a way to keep the captured crew in line.

Needless to say, if they do steal my airship, I will spend all my time and resources getting it back and meting out an appropriate form of justice to these brazen thieves. They will wish they were dead, once I catch up to them...





Grimscales' GROTTO

SIDE VIEW

The Old Naust
(Boathouse)

Otto's
Lighthouse

THE
REALLY
DEAD SEA

DRAGON POOL

Hot
Tub Crime
Machine

Otto's Grotto

Dragon's
Lair & Grotto

MAP KEY

1 Sq. = 10 feet

Secret Door

Sea/Lake
Water

Solid Ground

All other items
explained in
the text.

THAT
LIGHTHOUSE
LURES THE UNWARY
QUITE WELL...

20 To Hallway of Infinite Corridors

15
Treasure
TUNNELS

Silver Pile

18 Silver Pile

16
Grimscales' Main
Treasure Hoard
(Gold & Gems)

Compton O'Connor 16



LIGHTHOUSE & DRAGON GROTTO (#8)

The problem with having a dragon around the house is that they are always shedding scales and crapping on the carpet. After stepping in one too many piles of sulfurous, smoldering poo, I decided the time had come for loyal Grimscales Senior to become an outside pet, and exiled him from the castle.

He didn't take it well. He started howling when he found I'd mortared over his dragon-flap, and scratched on the outside of my castle for a fortnight. You can still see the deep grooves left by his claws in the southwest tower. When it finally reached his dim little hindbrain that he wasn't getting back inside, Grimscales ran amok, burning down an orphanage and causing a thirty-seven tiny-car pileup at the Khazan Shriner's parade. But my heart was hardened, and despite his good works, the lizard was not getting back in the house. Besides, he's an old dragon now, so I retired him from guarding my hoard below the castle.

With nowhere else to sleep, Grimscales slunk off to the grotto northeast of the castle. Turns out that beneath that pond are a whole series of dank and drippy natural caverns, perfect for a dragon's lair! Who knew? Overall, the complex is dark, dangerous, unstable, and a stray rockfall away from disaster – which sounds perfectly marvelous – though I couldn't resist adding a few improvements of my own once Grimscales took up residence. Now, Grimscales' Grotto is a full-service dungeon, complete with traps, boathouse, hypocaust, treasure tunnels, and a hot tub!

I've hit the high points in a format mere mortals can comprehend. Follow along by the numbers below, and refer to the handy side-view map provided by my favorite slave scribbler, S.S. Crompton!

1) Otto's Lighthouse: Perched on the bluff rising above the east side of the lake is Otto's Lighthouse. Actually, it was built by the elves long ago, but Otto has kept the lighthouse operational. Its light is bright and attracts many an unwary mariner from the Really Dead Sea. The roof is leaking and the top several floors are uninhabited save by rats, bats, and the odd poisonous toad. Climbing the outside of the tower to enter through the hole in the roof might prove more fruitful than trying to pass the securely-bound iron door opening onto the ground floor, but it's a 50-foot climb, unless you can fly. At the top is a magical crystal about the size of a football, set on a pedestal. A very powerful light emits from it for 20 miles and faces out to sea. The quartz crystal has some value, but really only as a light source. There is no way to turn it off, so carrying it around can be a little dangerous due to the blinding light which is strong enough to burst through most bags. The pedestal is, of course, trapped. If anyone removes the crystal, a high-level demon will appear and kill anyone who is in the room. I wouldn't mess with it if I were you.

A metal ladder lets down from the ground floor into the topmost chamber of the

grotto below. The ladder is trapped (of course!), with the fifth rung from the top made of paper-mâché, sure to give way when some oaf puts his weight on it, leaving them to ping-pong down the couple dozen feet to the floor below. This might kill them, but I'd prefer they were merely maimed – there is so much good fun to follow, and it would be a shame to spoil it with the first trap!

2) Chamber of Slime: This is actually the driest place in the whole bloody grotto, which tells you something about the chambers below. This space is above the water line, but the walls are still oozing with thick slimes and queuing tendrils of roots from foliage on the hill above. It is through this chamber that Grimscales enters and exits his grotto, coming up from the Water Tunnel to the west (#5), and slurping down the Gross Tunnel to the east (#3). The ring around the Gross Tunnel is slick with gore from the kills that Grimscales bears down into his lair, and so must be walked around with care. A safer-looking way down is provided by the Long Stairs (#4) in the middle of the Chamber of Slime – but if you think something that looks safe in Trapsylvania will be safe in actuality, then you haven't been paying attention! Read on!

3) Gross Tunnel: The near-vertical tunnel that Grimscales uses to reach the lower depths of his lair earns its name from the smells and stains that characterize its length – often the things that Grimscales bears down to his bone pile haven't quite died yet, and they are sure to leave bits of themselves along the tunnel as the old dragon bears them in his jaws. There are a few twists and turns in the jagged tunnel, making for a perilous descent for dungeon delvers, though it poses no difficulty for Grimscales' eighteen tons of claws, wings, and scales. Grimscale is very good at squeezing himself through these tunnels, but if you get caught in there while he passes through, you'll be crushed against the walls. Out of deference to the old dragon, who passes this way often, this tunnel isn't trapped, but getting hung up on an unexpected outcropping while Grimscales is headed out to dinner is a trap in itself.



4) The Long Stairs: One of my first additions to the grotto was to build this long stairway through the three large caverns that make up the upper grotto. The stairs are built to trollish dimensions, making them uncomfortable for shorter legs (and impossibly difficult for dwarven Otto, which gives me no end of delight) – they are just short enough that you think you can take them with ease, and just tall enough that it is easy to wrong-foot yourself and take a nice little tumble. Better still, about mid-way down the topmost portion of the stairs is a pressure plate that, when trod upon, converts the whole stair into a slick slide – given the steep angle, delvers will be up to breakneck speed in no time, swooshing through Otto's Grotto (#10) in a flash before smashing to a sickening stop in the Dragon's Lair (#11) below. With luck this won't kill anyone, because Grimscales loves for his food to be twitching when he eats it.



5) Water Tunnel: This water-filled passageway that connects the grotto to the outside world, via the lake above. Swimming through the U-shaped tunnel in

the dark is no problem when you have the capacious lungs of a mighty dragon, but mere dungeon delvers might be better advised to enter the grotto through Otto's Lighthouse (#1). The natural bended shape of the Water Tunnel prevents the water from the lake from draining into the lower chambers of the grotto, and if you think this reminds you a bit of your bathroom plumbing, get your mind out of the sewer!

6) The Old Naust (Boathouse): Elves built this Naust before I took up residence. I've kept it standing to better attract delver attention, and channel them to their doom. Plus, Otto actually keeps a few boats there, as he sometimes needs to fish body parts out of the pond. I sometimes tarry a bit on my way down to my Hot Tub Crime Machine (#8) to let one rip here, which Grimtina assures me you can hear all the way to the castle. I don't bother to lock the door, leaving easy access to the Western Stair (#7), and even easier access to the docks. The boats are in dry dock, though they can be lowered onto the lake with little effort – they are also of elven construction, with fey little names like *Serenity*, *Serendipity*, and *Sufferin' Succotash* painted on their sterns in gold-flecked paint. An innovation of my own is that the bottoms of two of these boats have been replaced with low-grade wormwood that rapidly dissolves when placed in water, giving would-be mariners just enough time to reach the center of the lake before they begin to sink. And did I mention the lake is stocked with piranhas? Well, you should have asked!



7) Western Stair: This stair descends to the Hot Tub Crime Machine. It is trapped – of course – but I use the stair so often that I can't be bothered to leave the trap armed. There is a large lever near the top of the stairs, and I always leave it in the UP position, which means the trap is disarmed. But I'll tell you a crazy thing – dungeon delvers often think that moving the lever DOWN will disarm the trap, when in fact this arms it! Silly delvers. Anyway, it brings a smile to my grim lips to be headed down to my Hot Tub, all snugly in my manitico-re-down robe and bunny slippers, to find the lever DOWN, because that means I'm sure to find a dungeon delver with a broken back at the base of the stair, which converts to a slide mid-way down when the trap is armed. This is in the same fashion as the trap in the Long Stairs (#4). And nothing spices up a hot tub party quite so much as a delver with a broken back! I love my job.



8) Hot Tube Crime Machine: My own little sanctuary, I'll come down here alone at midnight, or in the early evenings with important clients, to enjoy a relaxing soak in my private hot tub. I've dubbed the thing the Hot Tub Crime Machine in honor of the many crimes against nature that have taken place inside the tub, which is filled with my own concoction of elven blood and immortality elixir, and kept bubbling at a cozy 666 degrees by periodic blasts of dragon-breath from Grimscales through the Hypocaust (#9) below. (Should the temperature begin to drop, there is a bell rope to pull that alerts the lazy dragon to get off his treasure pile and do his one darn job, already!) A disco ball completes the scene, casting rays of evil light merrily about the chamber. You should see what

happens when a ray from the thing strikes a paladin – hoo boy, that is a good time! There’s a Victrola in the corner to play my favorite disco hits from the past, too – songs like “Saturday Night Cleaver,” “Another One Bites The Dust,” and that unforgettable power ballad of delver lament, “I Won’t Survive!” There are robes and benches for an overflow crowd, and the walls are scrawled with autographs from the many luminaries who have visited here, like Leonid Brezhnev, Bear Peters, and Bea Arthur. (It was after Bea’s visit that I installed Eye-Catching Traps in the walls, in response to guests that night who wished to pluck out their eyes. For details of how they operate, refer to the very first volume in my classic Traps series!)

9) Hypocaust: Grimscapes keeps my hot tub warm by blasting dragon breath up the Hypocaust. It is steep and narrow and dark and dangerous, but some foolish dungeon delver is bound to try crawling through the thing, which is why I’ve lined the walls with rusty spikes and spear-heads angled upward at a forty-five degree angle. Hmm... I suppose this means an enterprising thief might try climbing UP the Hypocaust from below, saving himself the risk of impalement on the worst of the spike, but he would never expect to run into me luxuriating in my hot tub at the top of the Hypocaust. It is all part of life’s rich pageant.



10) Otto’s Grotto: This chamber has been converted into living quarters for Otto, the caretaker of the grotto, who is tasked with checking the locks, resetting the traps, and cleaning up after Grimscapes – which he rarely does, preferring instead to sit at his desk all day working on “Otto’s Grotto Manifesto,” which seeks to order all religion, economy, and practical jokes of the world into a single system through an allegory of a mad dwarf locked in a dragon’s lair. (Don’t ask.) Otto is a fool and he plots against me, but I tolerate him because he is corrupt within predictable limits (willing to accept a bribe from delvers to look the other way) and he keeps Grimscapes company. Otto himself is a slightly outsized dwarf with a wild beard and an expression of permanent concern, with beetling eyes magnified by pince-nez balanced beneath a brow so creased with worry lines you’d think he had to screw his hat on. Otto’s Grotto is vast and filled with bizarre dwarven knick-knacks but Otto can’t be bothered to look after them, spending most of his time hunched over his silly manifesto at his desk, which is amusingly positioned directly beneath a stalactite that drips water day and night, perpetually ruining Otto’s papers and causing him to throw everything out and begin his ridiculous work anew. The water drips down from the lower-most bend of the Water Tunnel (#5) above – the rock is uncomfortably thin here, and the consequences of the flood that might be released on the lower chambers of the grotto by clever delvers bashing through the ceiling are



too terrible to contemplate! Of more obvious interest to delvers might be Otto's Grotto Motto, etched in the wall with an unsteady hand, which reads, "To the troll we must kowtow, past the dragon we must tiptoe, while in our job we reset the gizmos, and if those don't rhyme perfectly with grotto, then you can stuff it!"



11) Dragon's Lair and Grotto: Here there be Grimscapes Senior, my loyal old pet, eighteen tons of saurian fury ... though his best years are behind him, and like many old monsters, he is mostly coasting on his reputation these days (and anyone who equates that with Grimtooth may meet me at the Hot Tub Crime Machine for re-education).



Grimscapes is half-blind and his fire doesn't burn so hot or as long as it did in his youth, but he is still more than a match for any dozen delvers that blunder into his lair, who might be best advised to try to take him in his sleep ... which Grimscapes does, often, atop the bone pile in the east end of the chamber. Being a dragon, even one of advanced years, Grimscapes is practically invulnerable to mortal weapons, but he does possess a weak spot. He has to! Professor Tolkien entered the notion of the missing-scale-as-dragon-weak-spot into the popular imagination when he outed poor Smaug, and no less a demigod than the Trollfather Himself – Ken St. Andre – sanctified the notion in his description of dragons in *Monsters! Monsters!*, the fabled role playing game where the monsters are the good guys. So, yes, poor Grimscapes does have a weak spot, but it would be indelicate to describe it too directly, so let's just say it resides in a soft spot near the base of his tail, and leave the rest to your imagination. And I wouldn't mention it at all, because plunging an elven blade up a dragon's tradesman's entrance is so far be-

low my pay grade, but some foolish delver is bound to try it ... so now you know. I will add that MY treasure hoard is actually guarded by Grimscale Junior, the young, strong son of the now-retired Grimscals Senior. The treasure found in the tunnels below here are Grimscals'. Think of it as his retirement plan, which he guards well.



12) The Iron Bell: Not just any Iron Bell, this is the fabled Iron Bell, alluded to in song by Pink Floyd, and stolen from the fantasy city of the same name in my younger days. It used to ring the start of class at Warthog's School, but I moved it here after that place burned down. Nowadays, the ringing of this bell is about the only thing that will stir Grimscals from slumber, alerting him to rouse himself and haul his carcass across the chamber to breath fire up the Hypocaust (#9) to heat my hot tub above (#8). The bell is usually rung by tugging the bell rope in my hot tub chamber, but delvers with a plan could strike the thing directly, getting Grimscals to move out of his corner long enough for them to access the Treasure Tunnels (#14) below. As if! Delvers with a plan, that's a good one!

13) Metal Grate: This grate covers the entrance to the Hypocaust (#9), but the grate is ill-fitting, and Otto – that lazy sot – can't be bothered to perform maintenance on the thing, so a clever or desperate delver can probably get past it to begin a harrowing climb up the tunnel on the other side. And wouldn't it be lovely if Grimscals were summoned to blow a blast of dragon fire up the Hypocaust when that delver was only half way to his destination? Why, the thought of it is so wonderful that I don't much fault Otto for leaving the grate half ajar. So it goes.



14) Hidden Tunnel Entrance: Beneath the pile of bones in the east end of the chamber where Grimscals makes his bed is the secret entrance to the Treasure Tunnels (#14). It is nigh impossible to see or enter this tunnel when Grimscals is sleeping atop his bone pile, and the bone pile itself is laden with enough stray treasure that stupid dungeon delvers might well conclude that the bone pile IS Grimscals' treasure pile – but, no, it is just a pile of bones, and the real treasure is this secret opening to the hidden wonders beneath. It can be detected only through close inspection – always a hazardous thing in the presence of a dragon – and slipping past Grimscals to enter the tunnel will prove very difficult indeed. Gee whiz, if only there was a big Iron Bell (#12) or something that you could ring to make the dragon move!



15) Treasure Tunnels: Beneath Grimscals' Grotto are the Treasure Tunnels – they run for miles; the map is at best a rough approximation of a labyrinth I have not fully explored. Yes, I do have some treasure down there, and Grimscals has added some of his own, and I confess I can't much remember what is where or which tunnels are the safe ones. To be frank, I have little use for treasure, so it is all blissfully out of sight and out of mind. Some of the tunnels lead to wealth, still more lead to ruin, many lead to both, and if you want to explore down here, then, well, knock yourself out. Some of those tunnels lead to the Hallway of In-

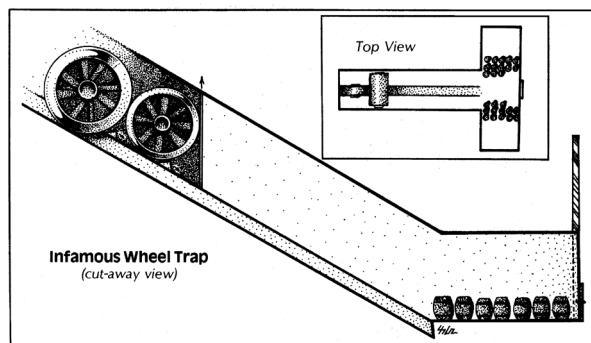
HEH
HEH
HEH...
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finite Corridors and perhaps other underground locations in Trapsylvania. It's at the GM's discretion to determine if the adventurers are clever or lucky enough to find their way through the darkness.



16) Grimscales' Main Hoard: Located at the lowermost level. The moment you've all been waiting for – Grimscales' Treasure Hoard! That's right, folks, Grimscales is a real dragon, and that means he has a real treasure hoard, full of things he can't really use, like gold coins and bejeweled chalices and remaindered D20 System role playing supplements. Truly, there is more treasure than you can carry here, and if you fight your way down through the traps and the beasts of the grotto above (to say nothing of the undocumented horrors of the Treasure Tunnels [#15] themselves), then I suppose you deserve to take home a souvenir or two for your troubles, like a little boy allowed to take a plastic paratrooper army man from the toy box after the pediatric dentist has torn a tooth from his mouth. But don't be greedy! It is a long and steep climb back up to safety, and for all that he is old and blind and cranky, Grimscales has an encyclopedic memory of the contents of his treasure pile, and a bizarre sixth sense that tells him when it has been disturbed, so if you plunder this place without having first dealt with or distracted the dragon, then, well, you may find your adventure (and your lives) are going to end in this chamber.



17) Silver Room A: To protect the loot at the end of this tunnel I instructed my minions to build the *Infamous Wheel Trap*. You can find the details in *Traps*, my first book, on page 2. It's also in my Ultimate Collection on page 40. If the delvers get past that, they'll find a very large pile of silver coins at the end of the tunnel. Grimscales put all the silver up in the top two tunnels; the good stuff is in one of the deeper tunnels.



18) Silver Room B: This is where I installed the *Meet the Pit* design from *Traps Too* (page 33 of that priceless tome, or page 135 of my Ultimate Collection.) If the delvers get past the pit, they'll find another large pile of silver coins at the end of this tunnel as well.

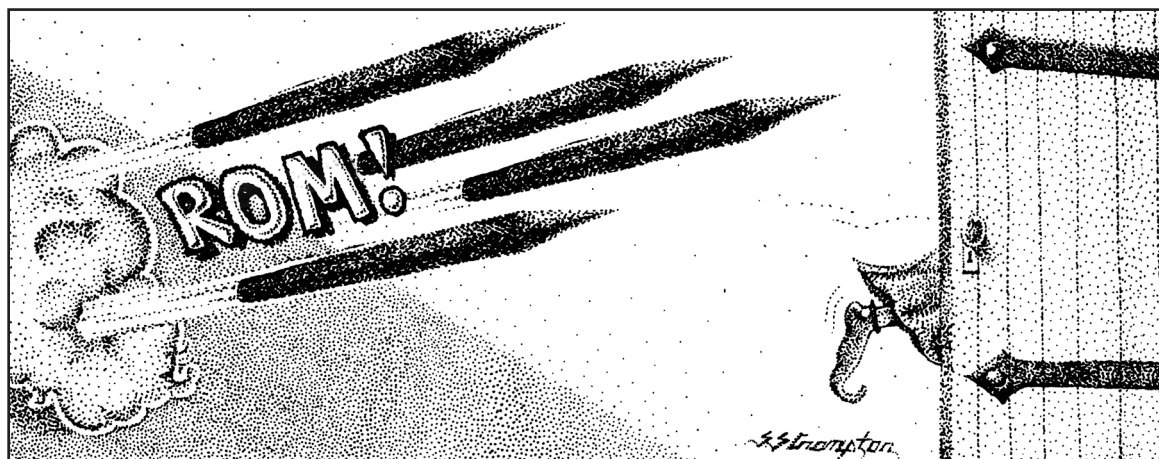


19) Secret Side Tunnel: It wouldn't be a proper grotto without a secret tunnel. This one leads to one of the safe houses in Grimtina's Petting Zoo. The good news for the delvers is that this is too narrow for the dragon to fit through, so if they find it, they have a way out. The narrow tunnel meanders for a mile or so and ends in a wooden trapdoor in the floor of the safe house right next to the rookery.



20) Main Tunnel Off Branch: This tunnel eventually leads to the Hallway of Infinite Corridors. It slowly gets narrower the further away from Grimscales' Grotto one gets. Beyond the Hallway, it leads to a cavern entrance inside of Grimtina's Petting Zoo.

21) Dead-End Tunnel: I used the *Backstabber* trap from *Traps Too*, (page 42 of that book, or page 144 of my Ultimate Collection.) But I added a paper-mâché wall at the end of the tunnel to hide four huge arrows carved from logs and spring-loaded and ready to fire. If the party breaks down that wall, the arrows fire. If they don't break down the wall, the pressure plate in the hallway activates the second time the party walks over it. (Pressure plate is the gray area and the invisible wall is the dotted lines.)



SCENARIO IDEAS

Sheesh, you guys, I've given you a whole dungeon and a bunch of traps and a treasure pile and a freaking DRAGON and you still need scenario ideas? Well, okay. How about...

A) Typical Dragon Quest: Some poor schmuck of a squire draws the short straw, and has to slay Grimscapes to achieve his knighthood? (Or, more charitably, return alive with a single piece of treasure from his lair?)

B) The Dragon Did It: A virgin goes missing from the local convent, and instead of searching for her in the barracks like any sensible person might do, the village elder decides a dragon must have done it, and commissions a rescue mission against Grimscapes' Grotto!

C) The Unlikely Otto: Rumors swirl of a goblin underling uprising against Grimtooth the Troll (egad!), and the mastermind of the rebellion proves to be Otto; delvers must infiltrate the meeting in Otto's Grotto to put a stop to the shenanigans (if they are of fine and evil intent), or even empower the revolution with their own good works (if they are the goody two-shoes types).

D) Job Opening!: Otto has run off and a new overseer must undertake putting Otto's Grotto in order; a year's salary is offered as an advance to the intrepid soul who can enter the Grotto, survey the place, take note of all the traps and how they function, and provide an accurate account of Grimscapes' treasure without stealing everything that isn't nailed down. It's not just a job, it's an adventure!

Get to it, kids! Stop dragon around...



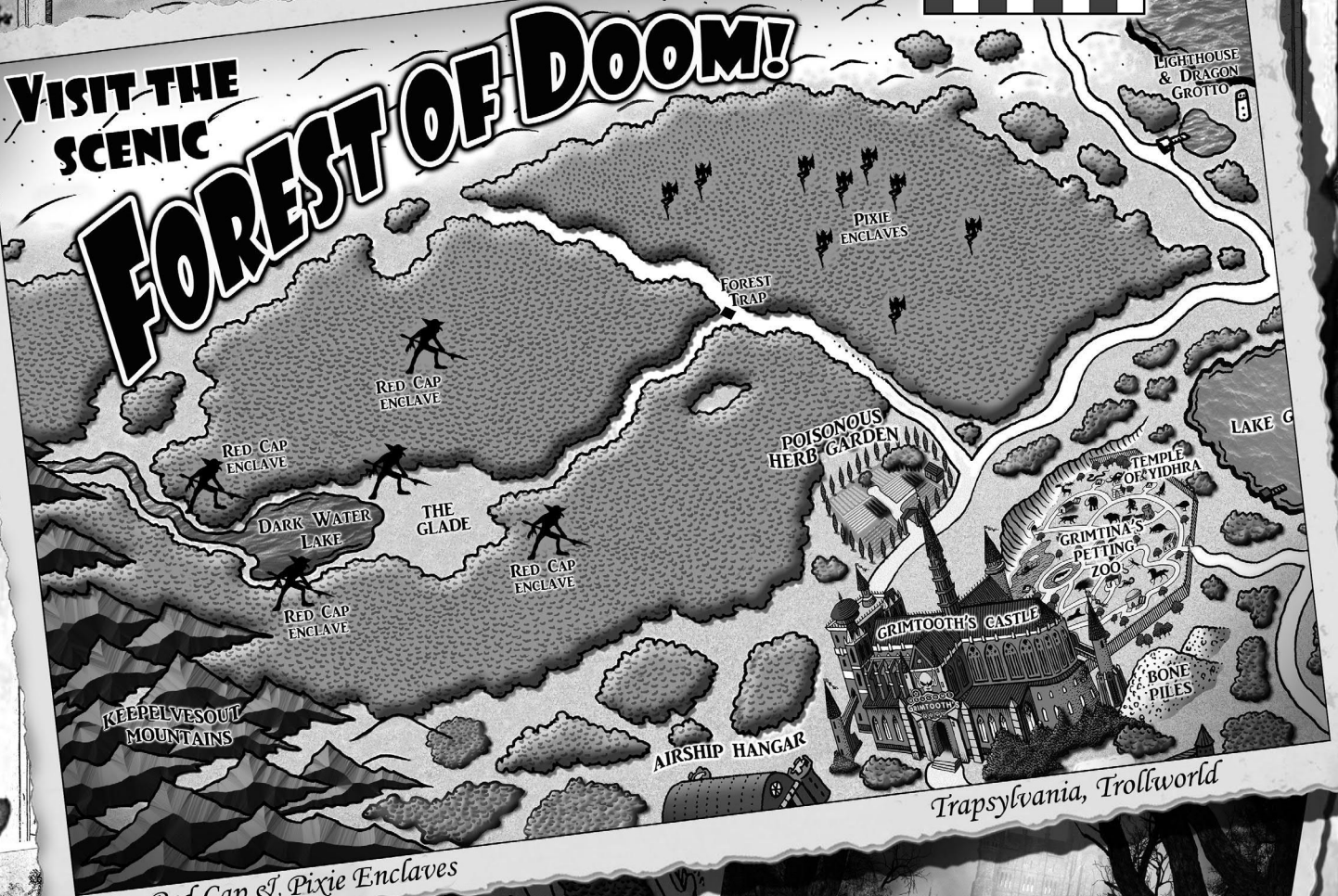
GRIMTOOTH'S

TrapSylvania

PLAIN OF TOMB-MEE

0 3 6 miles

VISIT THE SCENIC FOREST OF DOOM!



Red Cap & Pixie Enclaves

WARTHOG'S
SCHOOL
FOR TROLLS

TROLL
MOUNTAIN
PASS



FOREST OF DOOM (#9)



One of the deadliest locales in all Trapsylvania is the Forest of Doom. I haven't had to improve the place hardly at all – it is lethal enough as it is, and I truly enjoy going hunting there. The forest always has something entertaining lying in wait for the hunter bold enough to enter those deceptively idyllic glades. The grisly bears (not grizzly – grisly), the saber-toothed forest cats, the werewolf packs, the abominable ape-things, the red cap goblins, the flesh-eating butterfly swarms, the death-head elk, the giant spiders, the needle-beak shrikes – there is always something that wants to eat you in my Forest. I named it after the Dungeon of Doom, as one has to go through this forest to get to my legendary dungeon. You also have to pass through the Plain of Tomb-Mee as well, but let's dwell on just the forest and what's to be found here; that will be plenty enough mayhem for most of you.



THE WARRING DENIZENS OF THE FOREST OF DOOM



The supreme menace in the forest is those Poisonous **Pixies**. Some people think of them as mere fairies, but if you ever got up close to one, you would see the truth. Fairies are little more than tiny elves with wings. Pixies are murderous insects that look a little like fairies from a distance – same general size and form, but like all insects they have a chitinous exoskeleton. Two arms, two legs, two wings, a roughly humanoid thorax and torso; pixies have large heads with two multi-faceted eyes that give them a wide range of vision – almost 360 degrees. Their blindspots are directly ahead and directly behind them, and they don't miss

much. Feathery antennae sprout where eyebrows would be on a human. They use the antennae to communicate with each other in a form of telepathy, and do not seem to have an audible language of their own. Wizard speech – i.e., mind-to-mind telepathy – will allow some communication with them for other species. They come in all different shades, but are mostly light green, grayish-blue, or woody brown. They range in size from two to six inches, but are usually about the size of a human finger.

If the pixies were merely poisonous insects, they would be dangerous, but what turns them into a true menace is their high intelligence. They use tools; tiny knives and blowguns are their favorites, but they also have hammers and pottery. And they set traps – trip-vines on the game trails, thorn-whips in the trees, dead-falls, tiny pit traps. If it weren't for red cap goblins who disable and remove pixie traps wherever they find them, the forest would be impassible for everyone but flyers.



Simple traps would be bad enough, but they are always poisoned. The pixies have an unsurpassed knowledge of toxicology. They know and use every poisonous plant and insect in their world. Paralyzing spider venom is a favorite with them. Every different spider has its own unique variety of poison, but the effect of paralyzing the muscles of the victims is largely the same – the only real difference is how much it hurts. Usually, the more pain the venom causes, the less effective the paralysis, but the pixies have managed to combine the two ill effects into something supremely painful and paralyzing. Trolls are largely immune to such concoctions, but even I have been stung painfully by their poisoned projectiles.

They also love simple contact poisons – the kind that cause burning and itching. They get such irritants from plants like poison ivy, poison oak, poison birch, poison maple. Such poisons are rarely lethal, but can cause much suffering to any who touch them with exposed skin. I have seen whole flocks of them laughing at some poor creature – usually a goblin – that has innocently touched a tree trunk or a pebble only to be convulsed with pain. Yes, they laugh, and cry – it mostly seems like a kind of high-pitched buzzing.

Another kind of threat comes from a form of dust that can blind anyone that gets it in their eyes. It seems to act like an acid that will eat right into the soft tissue of the eye and cause temporary blindness. The pixies like to carry tiny pouches of this stuff and release it into the air of a breeze or strong wind blowing downwind from themselves. If the wind-borne powder gets into your eyes, say farewell to sight for a day or two, and probably your life, as the pixies like to follow up with an attack leading to the death of a thousand pinpricks.

Because of their ability to fly, move quickly, and strike with a poisoned dart or knife, a single pixie would present problems for almost anyone or anything, but you rarely encounter a single pixie. They like to move around in pairs, trios, or

even swarms of up to twenty. They can fly faster than a bee, and their natural coloration of green, brown, and blue lets them blend into the background making them very hard to detect until the attack begins. It is very hard to fight something that you can barely see.

There are thousands of pixies in my Forest of Doom. They live in hives that they build inside hollow trees. They love to find large healthy trees, and then hollow them out to make room for their hives. These hives are not made of wax, but are usually constructed from the skin and bones of their victims, perhaps covered with clay or mud superimposed on a structure of bones and twigs. Like other social insects, pixies have queens that produce all of their eggs. They do not use drones and workers, but have male and female forms. But any female can develop into a queen if she simply gets enough of the right kind of food – mammalian blood seems to be what triggers the change. As large as pixies are, even the biggest trees cannot support too many of them, so hives seldom contain more than a hundred pixies at a time, and small groups of young pixies are always wandering off to try and start a new hive of their own.

Pixies are difficult to kill. Their exoskeletons are tough and strong and will resist a lot of pressure. Swat them and they simply bounce away from the impact. Poisons don't seem to affect them much – of course, being poisonous themselves, they are immune to all the toxins they commonly use on others. The one thing that seems to work is sugar. Sugar intoxicates them, and slows them down, in much the same way that alcohol can intoxicate and incapacitate a human being. Once they pass out, they can be gathered up and captured. Once captured they can be pulled apart easily enough. I rather enjoy that. Overall though, you had best tread carefully in my forest and the pixies are not to be trifled with. Make sure you have flame-throwers and plenty of armor on to survive swarms of pixies.

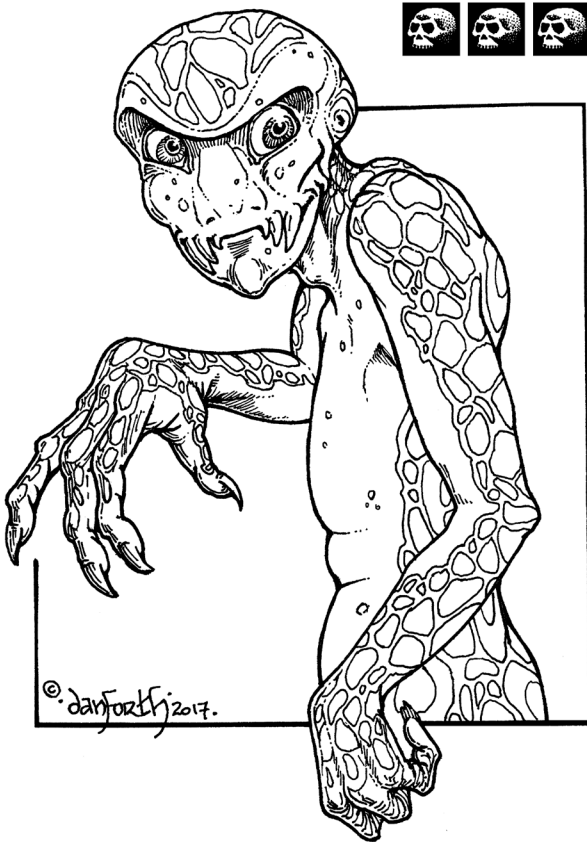


And let's not forget the **Red Cap Goblins** of Trapsylvania. The Forest of Doom is full of deadly creatures, but there are only two "intelligent" kindreds that live there: the poisonous pixies and the red cap goblins. They are, of course, deadly enemies.



The red cap goblins don't really wear red hats. They got the name because their normally green skin has somehow turned bright red from the eyes up. This shade of crimson also manifests on the palms of their hands, the soles of their feet, and in hundreds of tiny red freckles that dot their lime-green bodies. Certainly it makes these goblins easy to identify, and that's enough for me. As you can already tell, these goblins are unique and not what others might even describe as goblins. But that's what WE call them in my realm.

While it is hard to have any real sympathy for goblins of any sort – they are all sneak thieves and back-stabbers, liars and cheats – you need to realize that the red caps are the good guys in the Forest of Doom, as they are the only ones who actively fight the carnivorous pixies that terrorize the place.



Red cap goblins are small green humanoids that stand between two and four feet high. Their heads are somewhat conical, with narrow pointed chins and wide dome-shaped skulls. They have no hair anywhere on their bodies, and like most other goblins, they are actually amphibians. They live together in small family or tribal groups of no more than ten individuals. Both fingers and toes come equipped with large strong nails that double as claws, and are very sharp. They usually live in small caves or holes dug out of muddy areas near creeks. As there are plenty of small creeks running through the forest, they have no lack of dwelling places. They wear no clothing, and need none because they lack any external sexual characteristics, but the red parts of their bodies do give the impression of hats, gloves, and shoes from a distance. Their skins are scaly and fish-like. They also have bulging fishy eyeballs and gill slits in their necks instead of noses. Their ears are simply holes on the sides of their heads.

They might appear to be just another strange animal, but they use tools, including fire, and have a language that seems to be an offshoot of the normal goblin dialect. They are fierce hunters of small game, and their favorite prey is pixies. The pixies return the compliment, and they hunt down and devour goblins whenever they can. Red caps especially like to lurk among the scarlet-topped toadstools that grow in damper sections of the forest. Those toadstools would poison most creatures, but are a main foodstuff for the red caps.

Red caps like to stay low. They scurry through the forest on their own little game-trails that run beneath the leaves of the bushes that choke out the open space between trees. Their trails often cross those of larger animals, and since they are hunters they frequently follow those trails to find their prey. Their hunting style is for two to four goblins to find a small animal, leap upon it, and tear it to pieces with their claws.

Pixies are always building traps to catch game and any larger forest invaders like men or elves. Goblins are always raiding those traps and dismantling them. The goblins seem to understand that if the forest is impassible because of pixie traps, there will soon be no food for them to catch and eat. When they do find something caught in a pixie trap, they steal it, and then take the trap apart.

Interaction between the two kindreds happens most often around such a trap, and usually involves one species or the other catching the ones who are taking the prey that has been caught. Both groups are quiet enough to move through the forest without being detected. The pixies come down on their prey from above; the goblins pounce out of the underbrush.

While there are many more pixies in the forest than goblins, the red caps have the advantage of being about ten times as large as the average pixie. Goblins also use fire. If they locate a pixie hive, the goblins will come in a group and burn it out, using nets to catch pixies trying to escape the flames.

The antagonism between the two factions keeps the forest a marginally livable place for the rest of the animal life that flourishes there. The best approach to either group is to come in overwhelming force, which is why I always ride a rhinoceros and wear armor when I go hunting in the forest. The red caps like to hide in the underbrush and wait for the unwary to come close, then a group of them (roll 3d6) like to leap out of the brush, howling and whooping as they swing hardwood clubs and beat their enemies into pulp.

Of course, there are also the usual things of menace one might find in the woods, bears, wolves, giant snakes, and the occasional trap, so be careful out there, boys and girls...

GRIMTOOTH'S FOREST TRAP: THE HELPFUL HOLE

No, I couldn't resist putting one of my own traps in the forest: **The Helpful Hole**. Pixies and red caps aren't the only things of danger to be found in the forest primeval. (Prime...evil, sometimes the ancients got it right!) Vast open sight lines between the boles of giant old growth trees. Clumpy irregular bracken strewn undergrowth, leaf-matted pathways, odd irregular ground underfoot, and no ceiling to speak of. It is as if the place is in direct competition with me to create chaos!

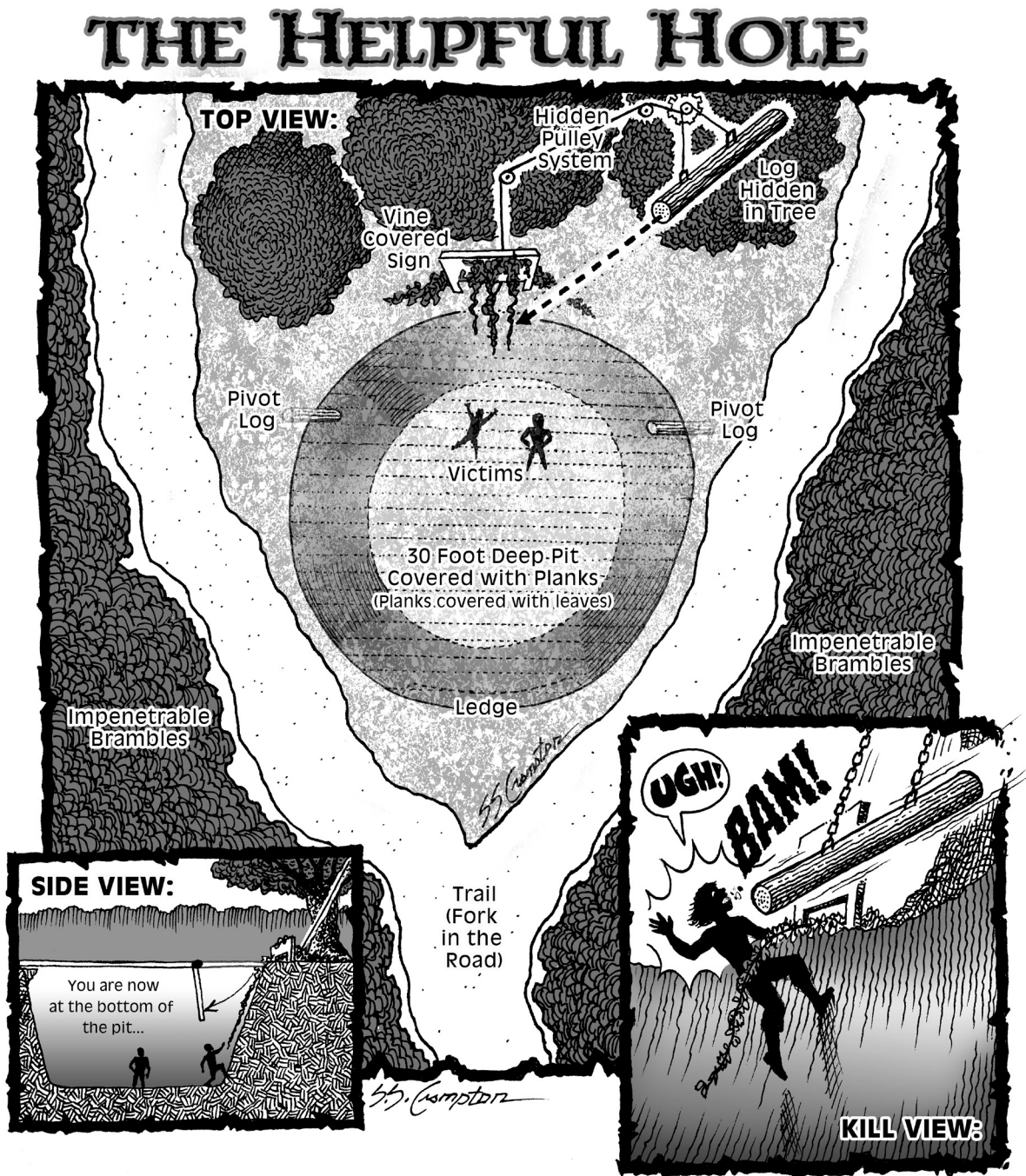


Still, as with any jumbled area, there is potential. This trap I installed points out some of the more artistic uses of misdirection. All the paths in this forest are strewn with leaf litter and trampled debris. The ground is largely invisible. This makes travel relatively quiet save for some slight rustling, and also gives the inspired trap master a broad palette to conceal a wide variety of interesting surprises.

A note about paths: adventurers, suspicious by nature, will often move off the clear paths, for fear of traps, choosing to thrash through the undergrowth. This makes trap placement unpredictable. An excellent tool to keep prospective victims on the straight and narrow are blackberry bushes. Blackberries grow together densely, are equipped with prickly vines that serve to interlock them in clumps, and thrive on the drainage from any open space, such as roads or paths. Having these tasty helpers will provide tunnel-like guides for keeping adventurers on any trap-laden path.



Forest of
Doom
- NOTES -



Wide points in the forest paths occur at irregular intervals and are even more suspect in the minds of the average adventurer. The good news for aspiring trapsters is that there are places where clearings always occur, and as such are much less suspect. Crossroads or bends in a path with old vine-obscured signs are ideal staging points for mayhem.

The Helpful Hole is one of those traps. A thing of complicated beauty, a trap so subtle and versatile, a trap of such cunning... Let me put it this way: I designed this trap. And because of its complexity, I've enslaved my artist to draw it up so that even you humans will understand how it works, so refer to his crude diagram and follow along with the text...

The Set-Up: Assume that the adventurers are already in the forest and on a road they have been told will lead them to a map that will show the way to my infamous *Dungeon of Doom*.

There is a large clearing 30 feet in circumference in front of a vine-cloaked sign post. The clearing is surrounded by vine-choked trees of considerable height, and a blackberry patch. The clearing itself is covered with the ubiquitous leafy litter.

A party will certainly wish to read the sign, but to do so they must approach it to clear away the vines. (In the event that the adventurers don't have any curiosity at all, the path clearly passes out of the clearing to the left of the sign.)

Underneath the leaf litter is a dirt- and dust-covered floor, covering a hole 25 feet around and 35 feet deep. The planks of floor are loosely fitted to allow drainage, but strong enough to bear up under considerable weight. The floor is solid enough that unless the party is on horseback it will not echo hollowly to the tread. The floor is supported at four points. At the point the path enters it rests on a solid ledge 1 foot deep and as wide as the path (about 4 feet). To the right and left it rests on stout, round 1-foot-diameter logs, which will pivot in place. And at a point in front of the sign, it is held by a 4-inch-thick stick buried in the loose dirt on the side of the pit. This "stick" will bear just over 100 pounds.

The entire floor will pivot as soon as the load on the sign side of the floor exceeds the entrance side by 100 pounds. This is to accommodate large parties that may linger on or near the entrance path, or spread out over the clearing. The trap will not trigger until the weight is sufficiently overbalanced on the sign side.

The Trap – Stage 1: When the victims have overbalanced the floor, they will all tumble into the hole, along with a generous heap of the vines from the sign side tangled in the flipping floor. The adventurers will tumble into the 35-foot pit, scrambling on the surface as it inverts and comes to rest against the underside of the ledge on the path side, leaving a gap inches wide on the sign side. The fall might injure an adventurer of fragile demeanor; however, considering the leaf debris cushion, it might rate a skull or two. That being said, this is not the trap!

Even with grapples pulling down the lip, the floor will come no closer than 22 feet to the party, and is at best an unstable platform. But then why bother with it at all when the whole sloppily mad "trap" has provided its own escape? The vines that have been spilled into the pit stretch clear back up to the sign side opening.

The adventurers will try pulling on them. After a few false starts, pulling the thinner tangle in to join them they will find a vine that is made of sterner stuff. After considerable tugging to take up the slack, the adventurers may climb out. The entire operation will be accompanied by considerable rustling of leafy debris, which will serve to cloak the sounds of later events.

The Trap – Stage 2: As the luckless troop pulls the stoutest vine taught, taking up the slack, they are also pulling the vine through a pulley set back in the woods behind the bracken. This pulley is joined to a block and tackle that serves to draw back a massive log, 3 feet in diameter and 10 feet long. This log was suspended from one of the surrounding trees by a rope pendulum shrouded in vines. When it has been drawn back far enough to gain substantial momentum upon release it will slide up a lathe trigger and lock into place.



The Trap – Stage 3: As the adventurers reach the top of the pit, clambering out in front of the sign, they will move out of the way of those following behind. The first victim who moves to an area one foot signwise of the pit will set off the release mechanism for the log. The multi-ton speeding colossus is aimed directly at the top of the vine on the lip of the pit. The bracken surrounding the pit will do almost nothing to impede its progress. The impact will collect the victim who set it off, and if you are lucky, it will take the head off the next person emerging. A blow of this magnitude is sufficient to splatter most carbon-based life forms, and would seriously damage even robust silicon-based ones. Lightning-quick reflexes can evade it. Of course, if the adventurers have already been poisoned by pixies and waylaid by red caps, their reflexes may be substantially reduced and they won't be able to escape...

Obviously, you can put this trap into any of your own forest or jungle locales. I put it on the road and 2 miles into the Forest of Doom.

That gives you a taste of my woodlands. Let's go, no time for-rest. Grimtina will take you to one of our favorite mega-traps – *the Hallway of Infinite Corridors...*



HALLWAY of *Infinite* CORRIDORS

**NORTH
ENTRANCE**

- 1 Sq. = 10 feet
- Teleport from Safe House
- Ⓐ Teleport to & from the Pits
- Ⓑ Teleport to opposite Hall entrance
- Ⓙ Giant columns
- ▒ Echo zone
- Pit to the Vault

T
S

**SOUTH
ENTRANCE**

N
S



**THE
VAULT
BELOW
THE PITS**

THIS IS, LIKE,
TOTALLY MEANT TO
CONFUSE ANYONE
THAT ENTERS IT!



HALLWAY OF INFINITE CORRIDORS

Yeah, it's me again, Grimtina. I get to tell you about the Hallway 'cause Grimtooth is busy and it's one of my favorite places to go. Really, this is, like, the biggest trap EVER! You'll see as you read – it's pretty awesome, and almost no one will survive. It's not on the official map, as it is deep underground.

Anyhow...some fancy chronicler once said that all worlds run on three things: greed, wanderlust, and rumors. Like entrails from a disemboweled adventurer, rumors always pour out. Depending on who you ask, the existence of amazing treasure buried deep beneath Trapsylvania is a myth or solid fact. Either way, it is insanely dangerous.

Locals say a huge treasure hoard was buried long before my brother Grimtooth invaded the valley. They say somewhere deep underground is a never-ending hallway at the center of which lies unimaginable riches. Just between you and me, that rumor is *true*! But few have any idea about what is actually buried there. The mystery only adds desperation to those who want to discover a way into that cache of unknown goodies.

How to get there: Foolish adventuring types may enter either through the cavern entrance in my Petting Zoo (it's one of the tunnels just past the bat cave), via one of the cavern paths under my brother's castle on sublevel 3, or from a tunnel below Grimscales' Grotto. There is also a secret portal in one of the safe houses of my Zoo. Either way, the first challenge to any traveler will be to orient themselves in a vast "forest" of towering stone pillars, which stretch across an expanse we like to call the Hallway of Infinite Corridors.



In the Hallway: If the adventurers have any sense, they'll turn back and maybe save their lives by leaving through the archway they entered. But the joke's on them, 'cause the arch is actually a one-way teleporter. (I call it an **Arch-Away**.) Anyone that steps into the archway will vanish and be instantly teleported to an almost exactly similar spot on the other side of the rounded hallway of infinite corridors. (See the map, silly.) Note: it only works if you try to leave; it doesn't activate when one is entering the hallway. Anyways, now that person is on the other side of the hallway at the south entrance, and the rest of their friends are at the north entrance (or vice-versa), and they are too far for yelling to work, they'll have to find their friend the old-fashioned way – by aimlessly wandering around looking for them. (Tee hee!)

For the foolish who are determined to proceed, a big sign of welcome is posted. It helpfully reminds them not to feed the monsters within. Delves are also counseled to enter only when wearing proper protective armor. Many a well-equipped party has set off confidently, thinking that only creatures stand between them and a fortune ripe for plundering. But we're not ones to rely simply on hungry monsters to protect the prizes our family holds most dear.

Denizens of the Deep: Over the years this gigantic, damp, cavern has attracted all kinds of vermin. For the most part, we don't mind. Many of the creatures sport slimy scales, plentiful legs, and sharp, poisoned teeth. Rumor has it that many of them were once men, now changed into creatures by the wizards and priests of Yidhra. These man-things aren't interested in any loot, but they have developed a taste for yummy adventurers. You'll probably run into a few every half hour or so. Roll a 6-sided die or something to see how many.



Initially, there is nothing to alarm those exploring the hallway. They see only dozens of wide, rounded columns rising up to support curved vaults that disappear in the black heights of the hall. These pillars are spaced evenly throughout the hallway. There is plenty of room for an adventuring party to move between these supports – it's the Hallway of Infinite Corridors, after all.

The Hallway is comprised of three main areas: 1) the Echoing Columns; 2) the Infinite Corridors; and 3) the Pits. Rumors aside, here are their actual perils.

1) Echoing Columns: After passing through the entrance and into the hallway, the first feature that explorers will observe is another vast field of columns going off at a 90-degree angle from the hallway they came in. Carved on the wall is an arrow, under which it says "The Pits." The arrow points down this new hallway. These pillars are even taller than the ones already seen, but appear to have no unusual traits. Using torches or spells of illumination, delvers will see that the columns are simply holding up an even higher vaulted ceiling.



After passing the first eight or nine rows of columns, a tall curving wall breached by an opening can be seen in the distance. This will certainly be a topic of conversation among the party – and as they speak, an auditory defense spell will be triggered. At first, annoying echoes of their words at normal voice levels will bounce back at them from the columns. But quickly, the noise will rise to a painful volume. This torture will not cease even if the party goes silent. Words already spoken will repeat louder and louder. This echo effect is designed to herd adventurers deeper into danger. In fleeing the noise, they will discover that the attack weakens the closer they move toward the high walls ahead. (The echo zone is indicated on the map, by the way.) To avoid ruptured eardrums and deafness, they'll have little choice but to head for the false safety of the Pits. Besides, they want to get to the Pits for all that treasure...

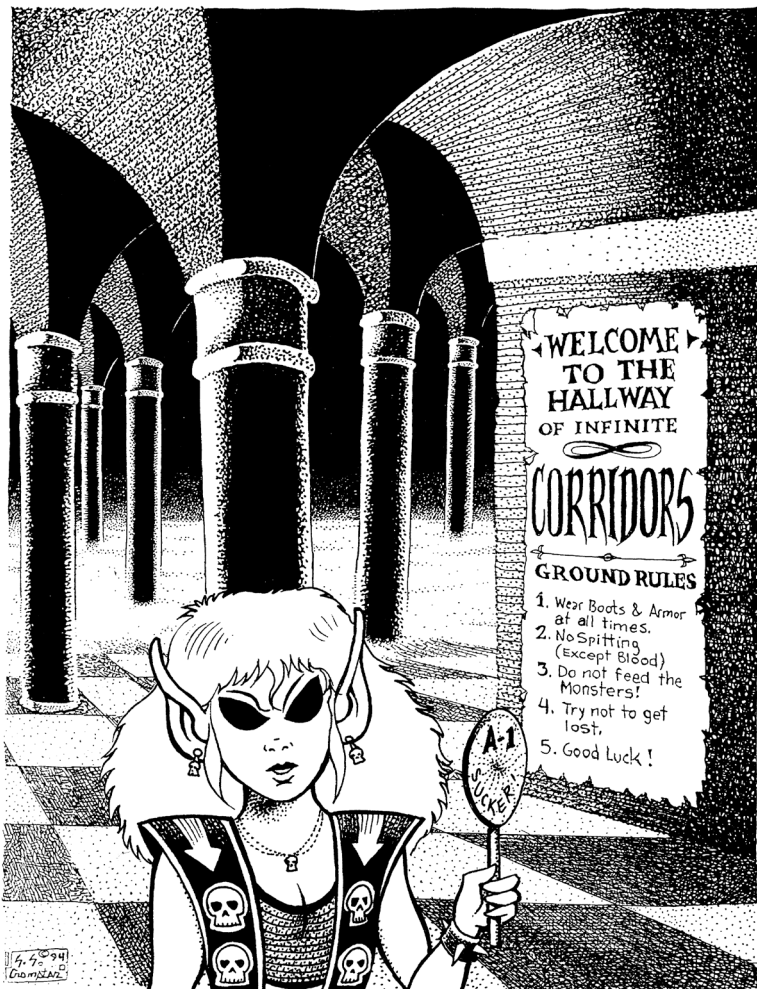
2) Infinite Corridors: The curving walls that encase these recursive hallways reach about halfway to the ceiling. The walls are made of a clear mirror-like substance and make the whole place look almost endless. It's a bit confusing just to walk through. The walls, though, pose no danger. One can fly, to try to get a better view, but the vista before their eyes is one of miles of hallways rippling out from a multitude of central points of darkness, so flying is not much help.



But wait – there's more! There is also a spell on the entire area that causes

any markings the adventurers make to fade after only a few minutes, should adventurers try leaving marks to show where they have already been (our Demarkation Trap). That applies to the ceiling, floor, walls, and columns, for you rules lawyers out there.

There are two special teleport pads, each leading to one of the two Pits. When activated, the teleportation spell will transport one adventurer instantly to the center of a triangular room next to the pit. This pit room is locked from the outside, but a few minutes effort of lock picking will open the door. Once opened, the adventurer faces a larger teardrop-shaped room with a large pit in the center of it. There is no other visible exit from the room other than going down into the pit. In fact, the only way out of here is to go back through the portal in the triangular room. However, the spell on the teleport pads goes dormant for an hour, delaying the ability of the rest of the party to travel that same way. They'll just have to keep going through the infuriatingly confusing columned corridors to try to find their missing friend. The teleport pad can take up to two people at a time.



Famous picture of me standing outside the echoing columns display in Traps Bazaar.

Environmental Risks: Even if the deadliest dangers of the Hall of Infinite Corridors are avoided, the structure itself is the most rudimentary and effective of traps. Thanks to its disorientation spells, adventurers who make the mistake of entering have very little likelihood of finding a way back out. As they seek an exit, many are eaten by teleporting pit dwellers. Others hasten their deaths by exhausting themselves physically or magically in attempts to dig or blast their way free. Most simply run out of supplies and perish of thirst or starvation in the corridors. While there are the bodies of previous explorers who never escaped to loot, there won't be much of value left to collect. Those unfortunates will have used up all critical supplies during their own futile bids for freedom.

And just for fun, we added plenty of false hope to keep an adventurer going until his last breath. Misdirecting arrows and meaningless runes are carved or painted (in dried blood, if closely examined) on a small percentage of the columns. The comparative

rarity of these signs insinuates that they actually mean something. (These were put in place before the anti-graffiti spell was activated.) In reality, they are good for nothing except creating more strife within the party as arguments arise about whether or not to trust in them. A couple are even accurate, like the one that points to the Pits.

3) The Pits: The two pits existed long before Grimtooth built these deceptive halls around them. When the Hallway was under construction, his miserable laborers were often sucked dry by attacks of mega leeches. Rather than waste time and minions eradicating the pests, Grimtooth ordered sturdy walls built to pen them in.



The water level in the pits varies seasonally, but is usually only about a foot or two deep. It is possible for a skilled and strong fighter to survive the mega leeches' attacks and explore what's at the bottom of the pit. Or his fellow adventurers might get lucky and manage to stumble through the halls and find the right pit to come to his aid. An able-bodied adventurer, if unencumbered, can climb up or down the rough sides of the pit to get to the bottom and back up again. Unfortunately, the mega leeches have adopted the walls of the pits as their nesting grounds. The arrival of a soggy delver will be interpreted as a threat to their eggs – or as a special treat for their hungry spawn. But the pits are not necessarily fatal... Well, okay they usually are fatal to the unprepared.

Mega Leeches: The ones found in the pit are about 2 feet long, black worms with a sucker-like maw that has sharp teeth. They attach themselves to your skin and suck blood directly through your flesh. These leeches are blind, but can sense heat, movement, and the smell of blood, and are attracted to it. They move along the pit wall vertically when they sense prey. Roll one of them 20-sided dies to see how many appear whenever anyone enters the pit deeper than ten feet. If one attaches to you, they will reduce your Stamina by 1 every minute they are attached. Leeches can be cut in half with a standard knife, but it's very messy when you cut them. My mom taught me a spell to sing that makes the leeches leave me alone.



But really, the best thing for the adventurers to do is send a lot of fire and blast spells to burn almost all of the leeches and evaporate the water. Hopefully they can use some rope to lower themselves 40 feet down to the bottom to see what kind of treasure is down there.

And what of the infamous treasure? Is it down there? At first glance, it would appear there is nothing to be found in these pits and that perhaps it was hauled away long ago. But of course it's there, silly! The adventurers will probably never live to find it, but now I'm gonna tell you how to get to it from the bottom of that pit...

VAULT OF THE ANCIENT GOD

Most rumormongers and treasure hunters have called this Grimtooth's Vault, but really it belongs to our mom, Yidhra. You see, Mom's temple is in this valley because of the vault. (See more about the temple in my Petting Zoo.) Yidhra's temple is a marker for those that have the knowledge of such eldritch things. The High Priest of Yidhra's temple knows all about the vault, but he ain't talking. (At least, he better not!)



So... in the huge vault at the bottom of the pits dwells one of the *Old Ones*. It rests there until the stars are in the proper alignment and stuff. This old god will eventually awaken to bring on a new age or some such. Uh, I didn't really pay too much attention in Vacation Necronomicon Study School, so I'm not totally sure of all the details, actually. I think it has something to do with Dad's old warhammer. Mom gave it to him, but it's been lost for many years. The warhammer can open the vault and awaken the Elder God. (Get the DCC add-on adventure, *Grimtooth's Tomb of the Warhammer*, for more details.)



Anyway, inside the vault with the gigantic sleeping elder god are tons of powerful magic artifacts and crystals of every sort. The old one uses diamonds, sapphires, emeralds, and rubies as a source of food and energy. Even while asleep, it slowly absorbs the millions of gems placed in the vault. From time to time, we even have to pour more gems in there to keep the vault fully stocked. Word about the gems has slipped out over the centuries, so there are, like, always a few crazy brave or really dopey seekers of ultimate wealth and power that try to find the vault and see if they can get to some of its priceless treasures before the old god eats them all.

Okay, so that's the overview of what's in the vault. Now I'll give you the gory details. The top of the vault is about a foot or two below the muck at the bottom of each pit. The vault is very big, so big that it actually reaches to both of the pits. It's made of a very thick glass-like substance that is about 2 feet thick. In fact, the adventurers are actually walking on the top of the vault.

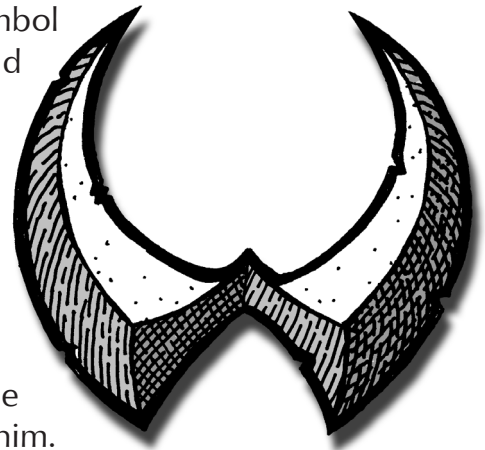
If anyone uses a *detect magic* spell, "no magic detected" will be the result, but a magic user might be able to feel that their magic is slightly being siphoned off and pulled below. This might be the only means that would let them realize the vault – or something – is below them, barring digging into the muck and finding the top of the vault manually. If your players aren't really very smart, let them find an arrow carved into the wall of the pit that points downward. (I'm rolling my eyes and sighing.) If that doesn't work, they should be dead. Just kill them and put them out of my misery.

Anyways, the crystal the vault is made of a material that absorbs magic in order to power itself and keep it in perfect condition. A keen magic-user should feel their magic being slightly drained, if they give any thought to it. It won't be enough of a drain to cause them any trouble, only like 5%, but they will feel it

if they think about it. Examining the floor of the pit, adventurers will find it feels like glass. They might even find a few gems that didn't get properly put into the vault. Roll one of those 6-sided dice to see how many they find.

How to get into the Vault: At the center of each pit, there is a symbol of Yidhra, deeply carved into the glassy surface of the vault. The symbol is about 6 inches across and it is, in fact, a magic keyhole. The High Priest of Yidhras's temple, Barsai, wears this key as a necklace. You did get that from him before you went down in the pit, right? 'Cause that's the easiest way to get in. (See *Scenario D: Get the Key* in my *Petting Zoo* for details.)

If you have the key, you put it in the carved shape, it glows for a second or two, and then a 3-foot-round opening appears where the symbol was. The key remains floating in midair, so be sure to grab it and put it in your pocket. To close the opening (which you might want to do if the elder god decides to kill you for trespassing), wave the key over the opening and tell it to close.



I have one of the keys too. I sometimes wear it as a bangle on my belt. It's made of green mithril and I use it as a small slicing weapon when I go on dates. You could try stealing it from me, I suppose. Are there any handsome thieves in the party? Maybe he could steal my heart and my key. Or maybe I'll lend it to him. Or kill him... or something.

So if you DIDN'T get the key, it's going to be kinda hard to get into that vault. You might be able to use a couple of very high-powered spells to force a hole into the top of it. Maybe a super-powered warrior with an indestructible weapon might be able to bash through, but then all the noise might wake up the sleeping god. Trust me, you don't want to do that. If one of your magic-users can melt mithril (and you have some) you might be able to pour melted mithril into the carved symbol and thus make a key, but there's a 50% chance that won't work, as the new key doesn't have the correct magic in it to open the vault. (Still, it could work, if they are a lucky bunch.) Maybe a super-duper high unlocking spell might open the vault, but I'm talking like 90th-level.

Inside the Vault: When I was younger, I went down into the vault just to see what an ancient, world-destroying deity looked like. Pretty scary is the answer. Locked in that vault is a huge, multi-tentacled, kraken-like being over 250 feet long. (That's not counting its tentacles.) I think the elder god's name is **Shub-Niggurath**, but don't quote me on that. It has two enormous eyes that, when opened, glow a sickly orange and green hue. Otherwise, it's very dark in there, so be sure to have some light, but not too bright or You-Know-Who will wake up.



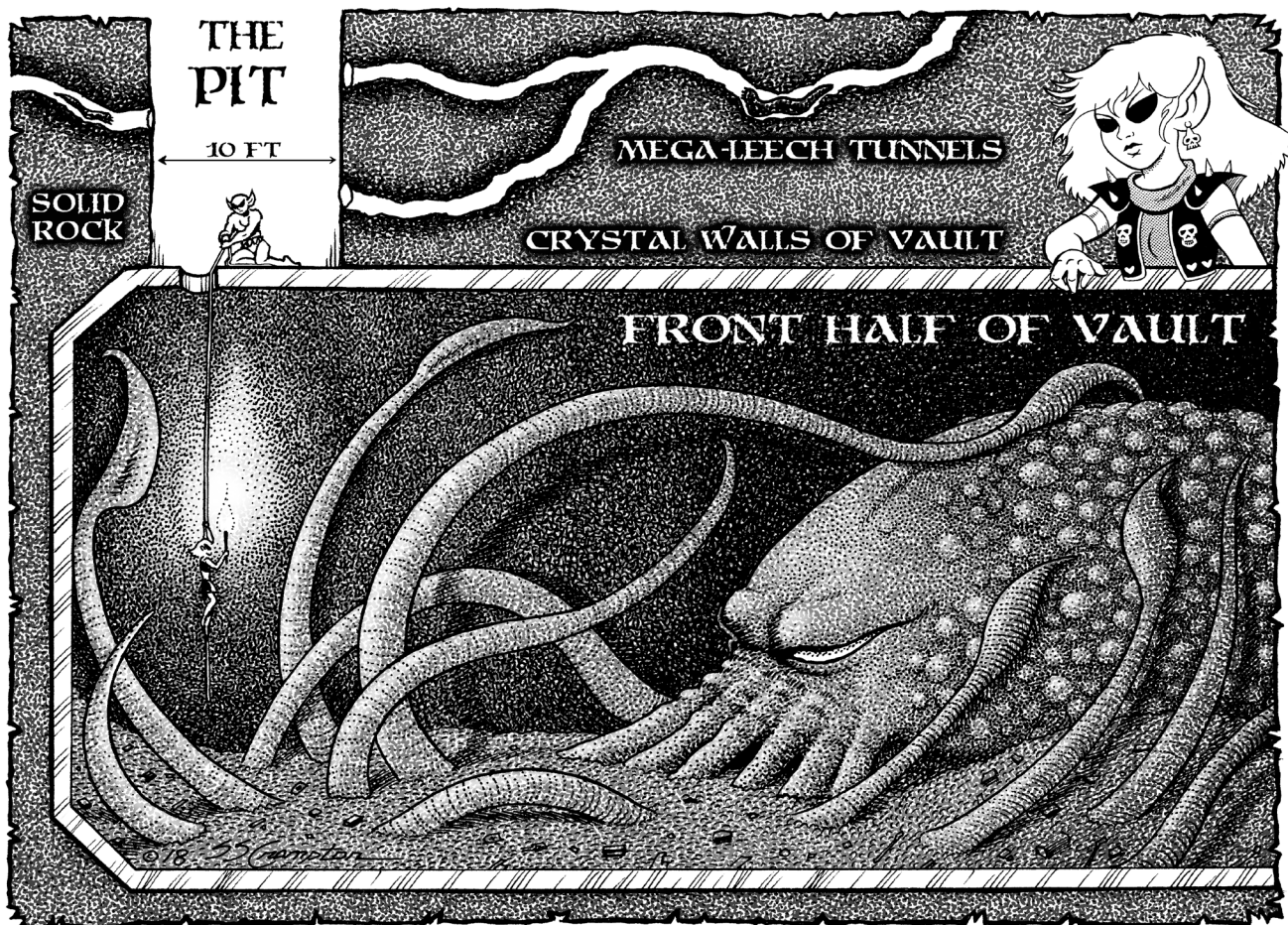
Surrounding the sleeping god are like, millions upon millions of diamonds, rubies, emeralds, sapphires, and many other gems and crystals, literally several

feet high, all there for the taking (in theory). If you are very quiet and very careful, you can get a few buckets of gems out and live like kings for the rest of your lives. If the god wakes up, though, your life will last for about twelve seconds before its flailing tentacles will crush you against the vault's walls and you'll be dead. Then he'll eat you. If you are a worshipper of Shub-Niggurath or an acolyte of Yidhra, you might, *might* be able to talk your way out. Can you speak R'lyehian? Ugh – I had to learn it for my Trollnitzvah.

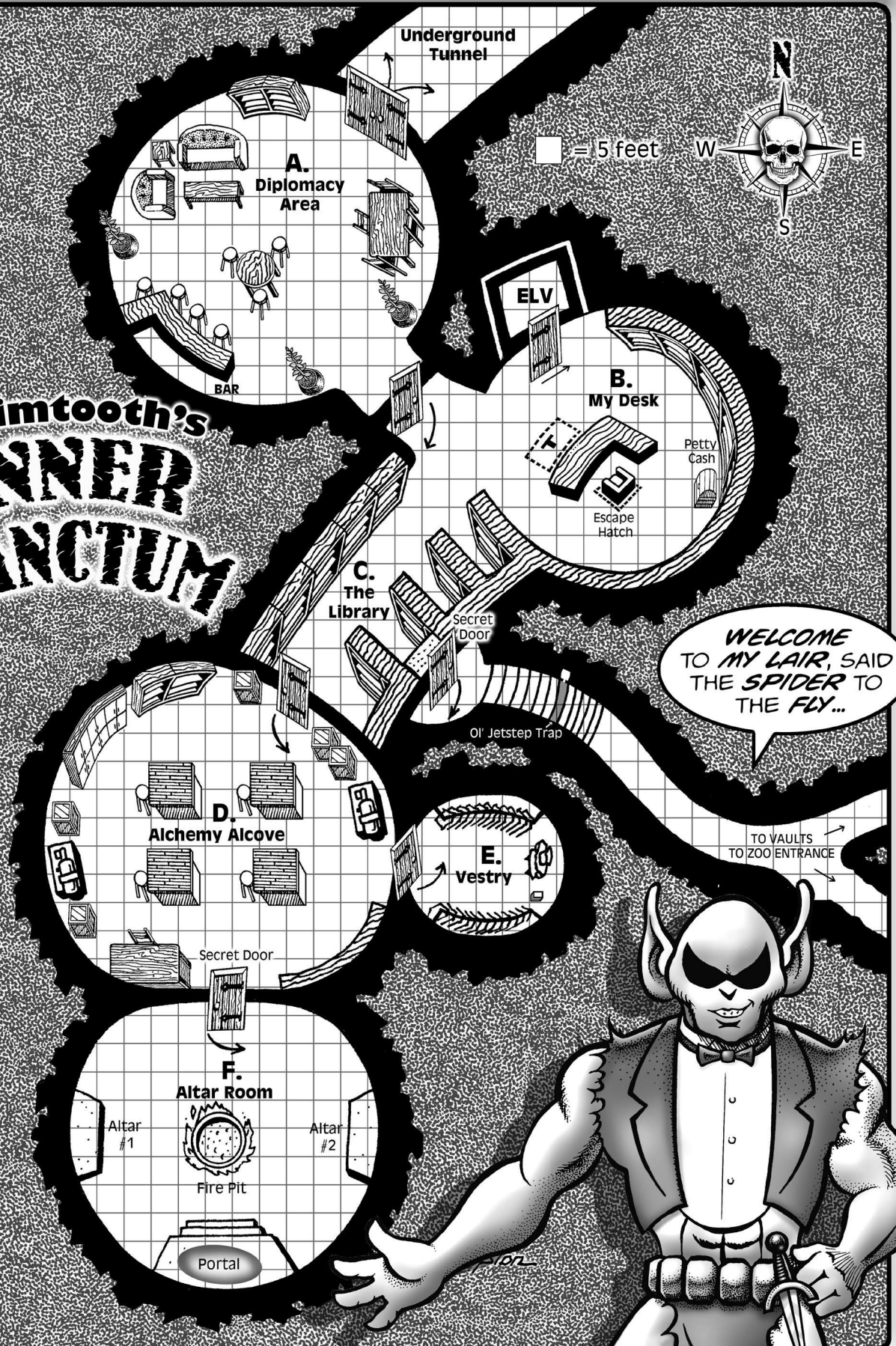
Anyhow, there are also some very powerful magic items down in the vault, including a copy of the *Necronomicon*, the *Spinning Trapahedron*, and the *Spear of Destiny*, but finding them down there buried under feet of gems and a gigantic leviathan, would not be easy or likely. Just grab some gems and try to get back to the outside world if you can.

I'm not going to list any scenarios here, as I've pretty much laid them out up above. Really, it comes down to taking up the challenge and surviving. THAT is the scenario. Can your group do it and get tons of priceless magic gems? Or will they be horribly mutilated and die? That's fun, too.

Okay, well I think that covers the Hallway and all its horrors. See, I told you, it is the ultimate trap! Now back to my big brother – Grimtooth. He's waiting for you in his study... (I'd give you a pun here, but he told me that he's the only one allowed to make puns at the end of the chapters. Phooey!)



Grimtooth's INNER SANCTUM



GRIMTOOTH'S INNER SANCTUM

And so once again, we come to the end of another magnificent tome, destined to become a classic in the genre. Over the many years I have been creating the Traps books for the great unwashed legions of devoted followers, I usually finish with some kind of shock ending where you discover that the tables have been turned and you are the victim instead of the delvers you plan to use the traps on. (It's my favorite part of the book!)

Often my final words are expressed from the confines of my inner sanctum, located deep in my underground lair. Few have even seen it...fewer still have survived to tell the tale of its mystic secrets and engineering marvels. Since this is a book of places, what better time to reveal to you the details and a map of perhaps the most infamous location in all of gaming? So come on in, and I'll show you around...

I have a rather large office. Really, it's more of a workspace. Because I am a true genius and evil mastermind, I have a multitude of interests and my office reflects that. I have workspaces for alchemy, obscure knowledge, writing, diplomacy, and running my vast empire. I have numerous other rooms elsewhere in my caverns devoted to magic, engineering, weapon design, biology, and other subjects of import as well. But for now, we'll just dwell upon the cornerstone of the Trapsylvanian empire – my office.



A) Diplomacy Area: This is the first place you'll see when entering. There are couches to relax in and various objects d'art on display, my favorite being the arms from the Venus de Milo statue that I stole many years ago. I also have the first Mona Lisa that Leonardo painted (he lost this one and had to paint a second for poor Lisa). There is also a couch, end tables, and a wet bar where esteemed guests and dignitaries can enjoy a drink while I dictate their surrender terms and tribute payments. This area is relatively safe – nobody should die in my sanctum without my express desire.

Keep in mind that almost all the other locations in my office are booby-trapped, so anyone who tries pilfering or messing with anything they shouldn't are likely to regret their transgressions. You've been warned. Now, on with the tour...



B) My Desk: This is where I read mail, do a lot of engineering work, and write my legendary Traps tomes. You'll see a strange mechanical device on the side of the desk – it's called a typewriter. I also meet visitors and the condemned here. Sometimes visitors become the condemned, it just depends on how I feel once I've spoken to them and determined if they have any potential use.

Most visitors brought before me stand in front of my desk, unaware they are over a large trap door that will dump them into a huge aquarium tank below, where a dozen 3-foot-long barracudas are waiting for their next meal. All I have to do is press a hidden button on my desk, and in go any annoying visitors. I call

it my **Desktank of Doom**. The 5-inch-thick acrylic “glass” walls of the tank go all the way to the ceiling of the room below, so climbing out is not an option. Because you are also immersed in water, cut the force of any of your attacks in half due to having to swing and strike through water. Your best bet is a teleportation spell, assuming anyone in the party can do that.

A desk chair escape hatch is located under my chair and gives me the opportunity for a quick escape during an attack or should one of my experiments go awry. It also allows me to go down to the fish tank below, and watch the barracuda feast on whoever I just dropped in there. (And yes, my chair lands outside of the fish tank, so I am perfectly safe. I don’t want you worrying about me.)

My desk has numerous drawers, all of them are locked. There is one key that opens (or locks) the drawers all at once. Assuming one could open the drawers, you would find various contracts from book publishers and treaties from other countries. One drawer is filled with gold coins; another is actually a control panel with numerous buttons that allow me to activate or turn off various traps and doors. I can also call for help, turn on an alarm, or alert the orcs at the barracks. Another drawer contains other paperwork and plans for building projects or traps I am currently working on. None of this is any of your business...

All of the locks in this room can be opened by a master key that I carry in my utility belt. It is a copy of the same key that Grimtina possesses. This key also opens the secret vault of the ancient god that sleeps beneath the Hallway of Infinite Corridors. (You didn’t think that only Grimtina would have such a valuable item, without me having my own copy, did you?) The mithril key is about 6 inches round and either slides into a slot or is placed in a depression that is the same shape as the key. Once put in place, the door will unlock.

In between my desk and my book collection in the wall is my elevator. This will take me quickly up or down the 21 levels of my cavern complex. The door can only be opened with the master key mentioned above. Usually no one uses it without my direct approval.

If anyone manages to get into the elevator without me, they will find a panel with 22 buttons that will take them to each floor. Each floor is labeled so if the delvers are literate they’ll be able to see all the titles. Examples are Testing Level, Admin Level, Cafeteria, Engineering, Armory, etc. The buttons will take them to the level indicated. The last button, however, is labeled “Treasure Room,” and is, of course, a trap. If anyone presses the **Treasure Room button**, the door will seal and all the air in the elevator will be sucked out. None of the buttons will work, and any air-breathing beings will be unconscious in about five minutes. If any of my guards or myself are around, we’ll open the door and take you into custody. If we are not around, then the elevator will remain sealed and you’ll be dead from oxygen starvation about 2 to 3 minutes after you lose consciousness. Eventually we’ll find your corpses and see if you have any valuables worth keeping. We’ll feed your remains to some of our creatures in the lower levels.

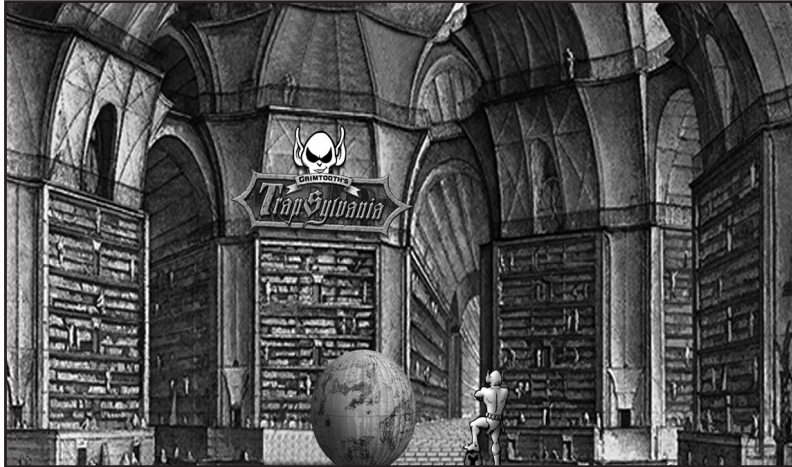




**Grimtooth's
Study**
- NOTES -

Anyone who doesn't breathe air will be dealt with when we open the elevator door. A silent alarm lets us know whenever that last button has been pressed.

C) The Library: I have a much larger library located elsewhere in my cavern complex, but this is my office library, my personal bibliotheca. There are numerous tomes here that any alchemist or necromancer would give their right arms to possess. (The *Necronomicon* and the *Egyptian Book of the Dead* are typical



examples.) If your delvers are looking for a particular book, you can assume that I have a copy here and they can try to get it from me – by hook or by crook. They can't bribe me for a book, but they might be able to earn a volume from my collection in exchange for them completing a mission for me. (See *Grimtooth's Tomb of the Warhammer* for a perfect example of something they could do for me in exchange for a rare book.)



I should add that many of these books are dangerous to even touch, unless you are wearing special gloves or are immune to most poisons. (These dangers are detailed in the 101st trap in both *Traps* and *Traps Too* – so look them up there.) I, of course, am immune to the poison on the pages and the parasites in the book bindings.

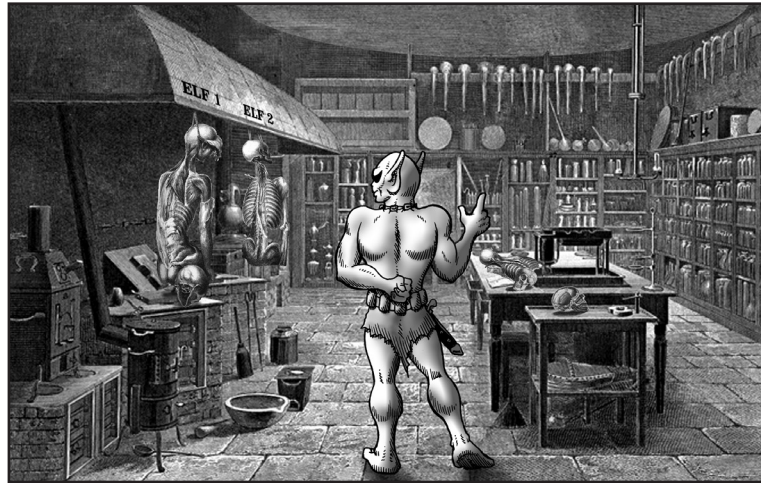
One other thing of note is that one of the wall bookcases is a secret door. To open this hidden door, you have to pull the correct book out of the bookcase. The book's title is *What's Holding you Back?* Remove this book, a spring will release, and the bookcase will open into the room enough to make it obvious that it swivels like a door. Once beyond the door, you'll discover my hidden tunnel system that runs between all the traps on this level. An arched entrance about 10 feet in leads to lower levels. These passages are mostly used by my guards and minions who are tasked with repairing and resetting the traps once they have been triggered. Every ten minutes the adventurers are in the tunnels, there is a 25% chance that they will be discovered by 1d4 orcs, who will attack using swords or daggers.



Bonus Stair Trap: I have seven Traps books, so the seventh step down the stairs to the lower levels is trapped. I call it **Ol' Jetstep No. 7**. That step is a pressure plate. When triggered by anyone stepping on it, flaming jet vents on each side of the wall blast that area with enough heat and force to turn anyone standing there into ash and bones. Small initials that read "GT7" are carved into the stone to warn any of my workers or allies so they skip over this step. It's not too obvious, but if you know to look for it, it helps to warn them of a potential danger. I use those initials near various traps in my inner sanctum. Now, back upstairs.



D) Alchemy Alcove: This bubbling collection of test tubes and Bunsen burners is where I cook up experimental potions and toxins for use in my traps. There are numerous bottles with labels on them. Many of them are rare chemicals and elixirs, most of which are only really useful for laboratory experiments or obscure spellcasting. Of course I left a couple of mislabeled bottles, just to catch any kleptomaniacs.



My favorite misleading label is **“Super Healing Plant Extract.”** Anyone who drinks this will, within an hour, turn into a human-sized healing plant. The victim’s body will turn into a

broccoli-like version of themselves. Feet and legs will turn into roots and burrow themselves in to the ground. Hands and arms will become branches with leaves. Once you turn into a plant, you’ll still understand what is being said to you, but you will not be unable to respond in any meaningful way. You will retain your character stats and intelligence, but you will not be able to speak or move without being carried. Casting spells or fighting is going to be out of the question. (A telepath would be able to use their powers if turned into a plant, though.) Only a very high-level “undo” spell will remove this transformation.



You’ll also need a lot of water to remain alive. Once a day you’ll need to stand in mud or dirt for 3 hours and need at least 2 gallons of water poured on that same ground, so you can absorb it with your roots. Failure to do this will cause you to wither, dry up and die. You can skip two days, but your Stamina will be cut in half the first day and halved again on the second day. Any longer than that, and you’ll be dead.

Besides the bottles and lab equipment, there are various magical implements used in alchemy, including a crystal ball, some wands, a witch’s broomstick, and a pentagram carved into the floor. These are all used on occasions when I’m creating magic potions or items.

E) Vestry: This closet near the alchemy alcove is where I store my battle armor and a couple of favorite weapons. Like the small library, I have a huge armory located elsewhere in my caverns that is filled with thousands of different weapons, but this is where I keep my favorite personal weapons and armor. The door is locked and can only be opened with the same key that unlocks the elevator.

If anyone manages to open the door they’ll get a hell of a shock when they suddenly confront a life-size statue of me dressed in full battle armor. My battle armor is on the statue, and makes it easier to find and wear whatever part of the armor I might need. It’s also one of my guardians and is in fact a magically-created



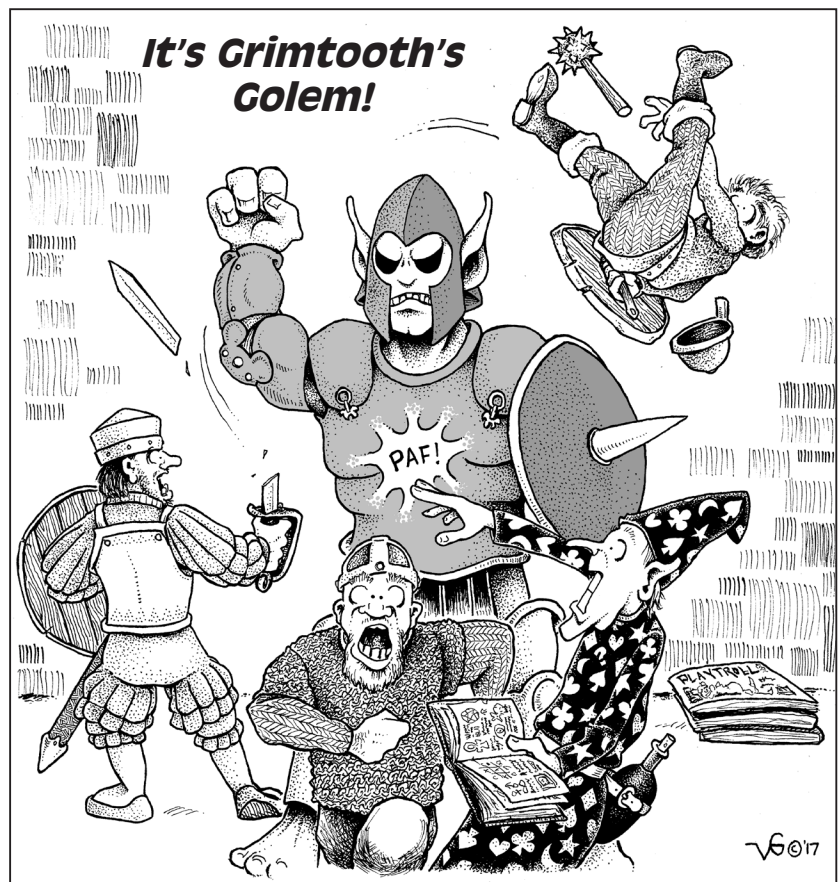
**Grimtooth's
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Grimtooth Golem that can come to my aid should I call upon it. It's made of clay, so it's not as powerful as I am, but it is impervious to pain, and will continue to fight an opponent until it is broken into a thousand pieces. If anyone tries to take any armor or remove anything from this room, the golem will come to life and attack.

This armor was specially made for me

by my mother-goddess Yidhra, and will not fit anyone under seven feet tall. (Grimtina has very similar armor that was created to fit her as well.) This armor is 75% resistant to magic so many spells will be ineffective against it.



My battle armor is made of mithril and includes the following pieces:

- Full open-faced helmet, gladiator style
- Curiass (Back and breast)
- Vambrace (lower arm)
- Rerebrace (upper arm)
- Chausses, cuisses, and poleyns (full leg protection)
- Metal gauntlets
- Round spiked shield

Also in the vestry, against the back wall is a rack where some of my other outfits hang. There's my smoking jacket from *Traps Ate*, my tuxedo from *Dungeon of Doom*, a sci-fi outfit I wore in *Traps Bazaar*, and a black hooded cape I wear to travel incognito. There is small chest with 100 gems cut to look just like the RPG multi-sided dice you humans use. However, the dice-like gems are cursed and will lethally poison anyone who handles them without wearing gloves. I call this my **Chest of 100 Dies**. Looking around the rest of the vestry you will probably find an extra dagger or two (which match the one I wear on my belt) and a few copies of *PlayTroll* magazine piled in the corner. That's it in here.



Optional item: Grimfang's Warhammer

More importantly, the vestry holds (or is intended to hold) the sacred warhammer that belonged to my father and was created especially for him by my moth-



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er *Yidhra* (goddess of dark dreams).* **Grimfang's Warhammer** is a large two-handed weapon made from a greenish mithril and imbued with eldritch magiks. It has tentacle embellishments on the shaft, puncturing spikes on the striking surfaces, a troll-eyed, tentacled beast (the Dark God) on one side of the head, and Yidhra's symbol (the Eyes of Darkness) on the other. It is an indestructible weapon of Chaos and can only be wielded effectively by those with superhuman strength (Strength modifier of +5 or greater).

*Note: My having the warhammer in the vestry assumes that it has been successfully obtained it from Grimfang's Tomb located in the Plain of Tomb-Mee. See *Grimtooth's Tomb of the Warhammer* (add-on adventure) if you wish to run your delvers through that first and have them gain my eternal gratitude for returning my father's long-lost weapon. It will give your players a much better chance of actually visiting my study as guests rather than as the condemned.

One final note about my father's warhammer: besides its value as a weapon and family heirloom, it also has the power to summon and control the Dark God that sleeps in the vault below the Hallway of Infinite Corridors. This makes the warhammer potentially the most dangerous weapon on the planet (and thus ME the most powerful ruler). If I desired, I could call forth the Dark One, and he could devastate entire continents if I so willed. I keep this as my ultimate weapon and its location is my greatest secret. Not even Grimtina is fully aware of this weapon's power or its current location. Should my realm or my goals be threatened by others, I will not hesitate to release the Dark God as my revenge upon the world. I have kept the elves and other larger empires at bay with the mere threat of such an act. Needless to say, I will not part with the warhammer easily. Any who I even think are interested in it will die quickly.



F) Altar Room: When chemistry and alchemy fail to give me what I need, I turn to eldritch magiks. I use this secret chamber to create cursed items and summon or communicate with beings and creatures that dwell beyond the veil of our mortal realm. The door to this chamber is securely locked and mystically trapped, so very few will have the skill to get in and will be unable to enter unless I want them to. The room is mostly empty, save for the burning fire pit of eternal flame in the center of the chamber. Against the wall, there are two stone altars on either side of the fire pit. (Best not to ask who or what gets sacrificed on those – it might be you!) Along the back of this wall is a round stone archway which faintly glows in the center. I use this mystic portal to bring others to do my bidding or send them on errands to retrieve valuable objects.

The portal can only be activated with my father's warhammer, so if the adventurers meet me before I have it, I will be eager to get them to find it for me. (See above for details.) Once I do have the warhammer, this is one of the places I can use to awaken the elder god who lies sleeping in the vault deep under Trapsylvania. Summoning that ancient deity of Chaos will be my final act of revenge, should the elves (or any other attackers) invade my realm and are in a position to unseat me. (As if that will ever come to pass!) At any rate, if all else fails, I will



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be here setting about the end of the world as you know it...

All right, I have revealed far more of my office and domain than I had ever intended to, so consider yourself truly enlightened.

IN CLOSING...

You have now gotten to the end of what I wish to reveal and you have earned my grudging respect for taking this path with me. The secrets I have revealed in these pages are truly for the highest caliber of Dungeon Masters. Now that you hold this wealth of knowledge, you can pick and choose what you like as if you are at a sumptuous banquet and build these locations in your own realms or campaigns. Again, my advice is to use this entire book as one ultimate campaign starring ME. Certainly it's as close to perfection as you are ever likely to find – for as far as villainous enemies go, I am your players' worst nightmare.

Now go forth. My guards will escort you to the border of Trapsylvania. From there you are on your own. May you kill and enslave many delvers!

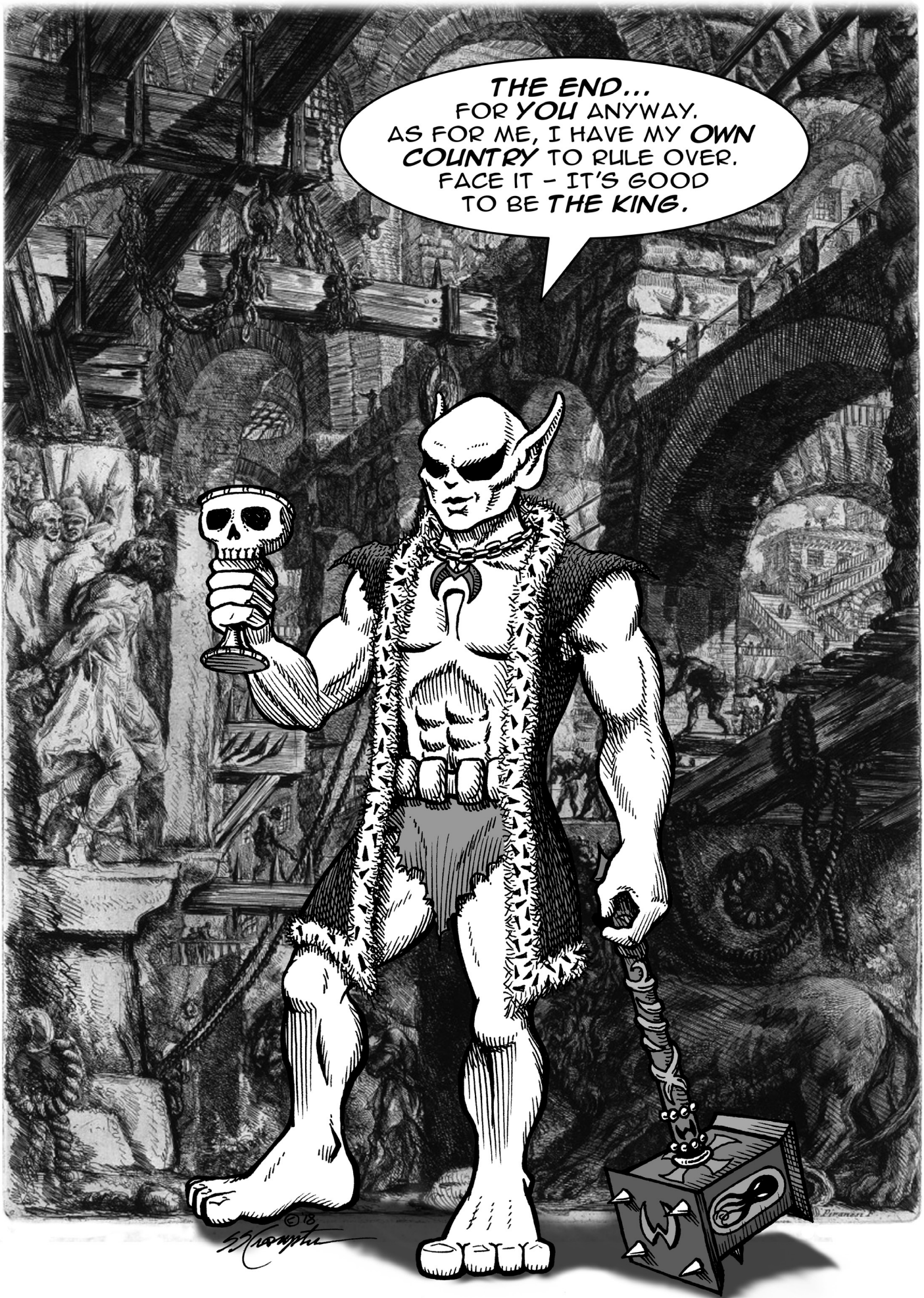
And don't forget to leave me **10 million gold pieces** as a fee before you leave. You didn't think this valuable information was pro bono, did you? If you don't have it on you? Well, I guess you get to see one more of my rooms... I call it the **Torture Chamber!** Are you sure you can't come up with that gold?



~ Grim



THE END...
FOR YOU ANYWAY.
AS FOR ME, I HAVE MY OWN
COUNTRY TO RULE OVER.
FACE IT - IT'S GOOD
TO BE THE KING.





CREDIT WHERE CREDIT IS DUE (sneaked into this book by Grimtina)

Shhh... It's me. (Yeah, Grimtina.) Listen, my big brother never likes to admit that anyone ever helps him with his Traps books. So Goodman Games and Flying Buffalo asked me to give some of the thanks for the hapless humans who helped us put this new fancy book together.

Mom always said we should be grateful for the sacrifices that are made in our name. (That will make more sense if you've read about her temple.) Anyway, here is a list of people who worked on parts of this book. Back in the old days, nobody cared, but nowadays people actually want to know. So here goes...

Oh, and one thing that's really cool about this book is that almost all the people who wrote for or edited any of the previous classic Traps books (or the Ultimate Collection) contributed something to this new book. I guess you humans call this "getting the band back together."

Anyway, here's what they did in this volume:

Ken St. Andre: The Fetid Swamp, the forest Pixies and Red Cap Goblins

Jen Brinkman: Editor & Proofing goddess

Paul O'Connor: Lighthouse & Dragon Grotto

Steven S. Crompton: All maps and other illustrations; he also helped write or co-write everything else in this book unless otherwise credited

Liz Danforth: Illustration of Grimtooth on throne (*first new illo of Grimtooth by Liz since 1983!*) Plus most all the character illustrations

Jeff Dee: Classic Traps Too illo

Michael Von Glaughn: Illos for the Restrooms, Fetid Swamp & Grimtooth's Study

Joseph Goodman: Publisher and Lots of suggestions and advice

Scott Jackson: Illustrations in Warhog's School & the Grotto

Phil Longmeirer: Illustrations in the Fetid Swamp

Rick Loomis: The Restroom Traps

Paul O'Connor: Lighthouse & Dragon Grotto

Terry Olson: Trapsylvania Appendices (DCC RPG stats)

Jim "Bear" Peters: The Forest Trap

Deb (Wykle) Kerr: Hallway of Infinite Corridors, Traps Bazaar Bonus section

And just for fun, here's a list of the classic Traps books that these human slaves worked on in one way or another back in the long ago time. All of them had work that appeared in the Ultimate Collection too - like, duh!

Ken St. Andre: *Traps, Traps Too*

Liz Danforth: *Traps, Traps Too, Traps Fore, Traps Ate, Dungeon of Doom*

Steven S Crompton: *Traps, Traps Too, Traps Fore, Traps Ate, Traps Lite, Dungeon of Doom, Traps Bazaar*

Deb (Wykle) Kerr: *Traps Bazaar*

Rick Loomis: *Traps, Traps Too, Traps Fore, Traps Ate, Traps Lite, Dungeon of Doom, Traps Bazaar*

Paul O'Connor: *Traps, Traps Too, Traps Ate, Traps Lite*

Jim "Bear" Peters: *Traps Lite, Dungeon of Doom, Traps Bazaar*

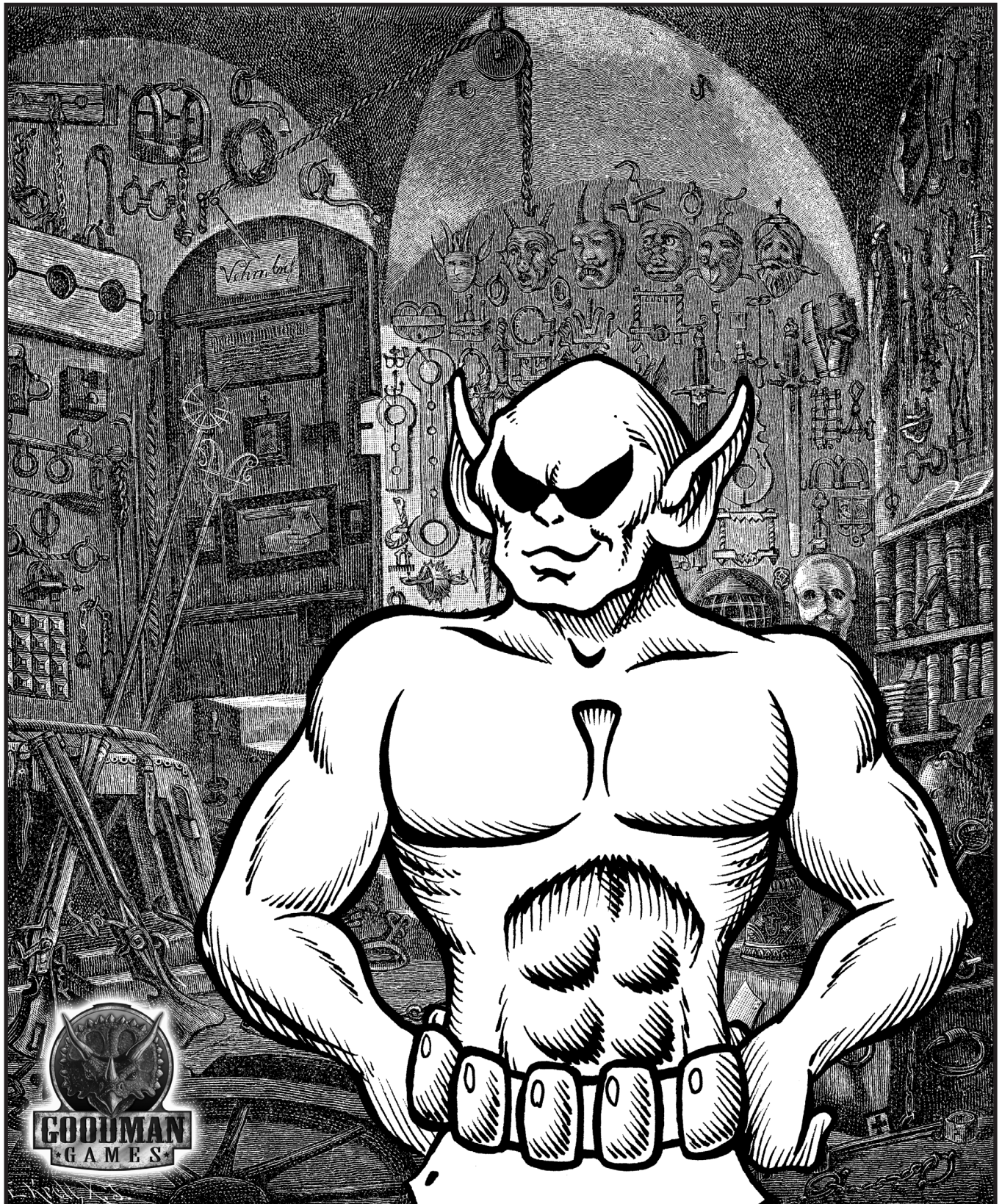
Special Kickstarter Cameos by: Kevin Lepard & friend Jeff. Abigail Rose & Morgan Marie.

Ok, so that's the credit stuff. Don't tell Grimtooth!

★ Grimtina ♡
♡ ★ ♡

DCC Trapsylvania Appendices

Creatures, NPCs, and Items with stats & details for DCC RPG.



"I suppose it's about time I make it a little easier for you to use some of greatest inventions." - Grimtooth

DCC Trapsylvania Appendices

By Terry Olson



The following three appendices provide information for the preceding pages' creatures, NPCs, and items, specifically detailed for the Dungeon Crawl Classics Role Playing Game (DCC RPG).

For those who haven't heard about DCC, it's an old-school fantasy game designed to capture the feel of the pulp sword and sorcery classics of Gary Gygax's "Appendix N" inspirational sources. The game bears some similarities to early incarnations of role playing games; it's fast and loose, with race and class being one and the same. Warriors, wizards, thieves, clerics, elves, dwarves, and halflings rise from zero-level gongfarmers to adventurers, reavers, cutpurses, heathen slayers, and tight-lipped warlocks. Players start with multiple PCs at level 0 (no class abilities!); a few survive the "funnel" adventure and rise to level 1, where they finally gain a class. While DCC includes the standard RPG dice, one of the game's signature features is the *dice chain*, which comprises many different polyhedrons: d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, and d30. Rather than assign "fiddly" +1 bonuses or -1 penalties, situations often call for rolling dice with more or less faces. There are few feelings of awesome that surpass rolling a d30 for an attack, rather than the standard d20.

PCs are limited by their players' imaginations, not by their prestige classes or specific selection of feats. Indeed, a PC in DCC may attempt anything the player may desire, though success may be up to the dice, or the judge. It's true that a wizard is a much better spellcaster than a warrior, but it's possible for a warrior to successfully cast a found spell, especially if he burns Luck. Luck is an ability that is spent in order to modify rolls and affect outcomes. Spending it is much easier than getting it back (except for thieves and halflings, who naturally recover their luck over time). But, you need to roll beneath your Luck to be recovered from death, so be careful what

you spend! Every attack from a warrior or dwarf is narratively unique. Each round, they may specify a Mighty Deed of Arms, which can range from attempting to trip an enemy to grabbing a nearby spear-wielding peasant and hurling him (and his spear) at a distant opponent. Warriors and dwarves have a variable attack and damage bonus that determines each deed's success. All classes (and monsters!) have their own critical hit tables, with some results being quite deadly. Fumbles are also possible, with the potential for disaster increasing with the amount of armor one wears.

Spells—and magic in general—are entertainingly unpredictable and dangerous. It is almost impossible for two wizards to cast the same spell the same way, because spells are personalized via manifestations and mercurial magic effects. Casters never know the exact effect of a given casting (though they may burn Luck to modify it), and there is always a chance of personal harm, offending a deity, or worse. Spell duels, in particular, can be quite perilous. Divine magic is also unique. There is no limit to the number of times per day a cleric may use her god's power. If she should fail in using it, however, she may incur her deity's disapproval. The god may temporarily strip her of her abilities, force her to make converts, or even send her on an epic quest to regain favor.

The unpredictable "swingy" nature of DCC makes it a perfect system for running characters through the deadly lands of Grimtooth's Trapsylvania. Low-level wanna-bes may conquer a dragon, and high-level heroes may be wiped out by rats. Anything is possible, with critical hits and fumbles complementing the Great Troll's deadly machinations with fun and laughs. Transporting your DCC PCs to Trapsylvania has already been discussed (see sidebar, pg. 10). In the following pages, creatures, NPCs, and items are separated into three appendices; each is sorted alphabetically by name, with page numbers and Trapsylvania areas in which they appear (see

Area Legend below). The statistics are meant as an inspirational guide. There is no target level of difficulty; some are pushovers, and others are living, breathing, weapons of party destruction. Do not hesitate to make entries weaker or stronger if it improves enjoyment of the game.

Area Legend:

AHgr	(Airship Hangar)
DMz	(Death Maze Testing Center)
FoD	(Forest of Doom)
FSwmp	(The Fetid Swamp)
GAshp	(Grimtooth's Airship)
GIS	(Grimtooth's Inner Sanctum)
GPZ	(Grimtina's Petting Zoo)
HoIC	(Hallway of Infinite Corridors)
LDG	(Lighthouse & Dragon Grotto)
PHG	(Poisonous Herb Garden)
SAV	(Seaport & Abandoned Village)
SB	(Spike's Bone Pile)
VltAG	(Vault of the Ancient God)
WSchl	(Warthog's School for Wayward Trolls)

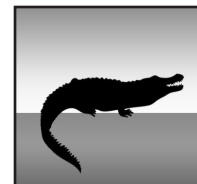
APPENDIX 1: CREATURES

Abominable Ape-Thing (page 103: FoD): Init +3; Atk bite +8 melee (2d7) and 2 smashing fists +6 melee (3d4); AC 17; HD 8d10; MV 40' or climb 50'; Act 3d20; SP grab-and-hurl (if all 3 melee attacks hit single target, PC is grabbed and hurled up to 40': +5 missile fire, 3d6 to PC and target. Hurling PCs take automatic damage regardless of whether hurling attack hits target), death throes (abominable howl: PCs within 15' stunned for 1d3 rounds, DC 12 Will save to avoid. If slayer fails Luck check, another Abominable Ape-Thing arrives next round); SV Fort +10, Ref +7, Will +4; AL C.

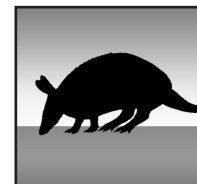
Albino Death-Frog, Giant (page 48: FSwmp): Init +2; Atk bite +5 melee (1d14) and tongue drag +4 missile fire (DC 12 Strength check or dragged to frog, which gains +1d to bite, range 10'); AC 13; HD 3d6; MV 30' or swim 40'; Act 2d20; SP venomous skin (DC 13 Fort save, -2d penalty to all rolls for 1 day if successful. If failed, paralysis for 1 week if touched, death if ingested); SV Fort +1, Ref +3, Will +1; AL N.

Albino Eunuch Ogre (page 9: PHG): Init +3; Atk slam +6 melee (2d5+2) or eye-rays +6 missile fire (DC 16 Will save; if successful, -1d to attacks for next round. If failed, magical sleep for 1d3 hours; awaken with phrase, "Grimtina is totally awesome!"); AC 16; HD 6d8; MV 30'; Act 1d24; SP immune to mental effects (sleep, charm, paralysis, etc.); SV Fort +5, Ref +2, Will +8; AL C.

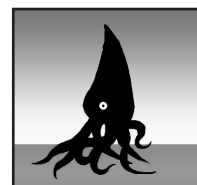
Alligator (page 33: GPZ): Init +2; Atk bite +4 melee (1d8+2) and tail slap +4 melee (1d6, DC 10 Ref save or fall prone); AC 13; HD 2d8; MV 20' or swim 30'; Act 2d20; SP death throes (gator stench: adjacent PCs must pass DC 11 Fort save or suffer -1d to attacks within 30' of dead alligator); SV Fort +2, Ref +2, Will +0; AL N.



Armadillo, Giant/Mega (p. 35: GPZ, FoD): Init +3; Atk 2 claws +5 melee (1d6+3); AC 18; HD 4d8; MV 30' or dig 30'; Act 2d20; SP hyper-leprosy bite (if both claws hit, armadillo bites for 1d4, DC 12 Fort save or contract disease hyper-leprosy. Once contracted, daily Luck check or lose a random extremity); SV Fort +2, Ref +4, Will +2; AL N.



Azagoth, "Azzy" (page 33: GPZ): Init +3; Atk tentacle +10 melee (3d7, reach 40') or acid spit +8 missile fire (2d5, non-metallic armor loses 1 AC, range 80') or demoralizing shriek (special); AC 19; HD 14d12; MV 10'; Act 4d24; SP demoralizing shriek (all targets within 50' must make DC 15 Will save or fall prone and helpless for 2d3 rounds), immune to non-magical weapons; SV Fort +14, Ref +12, Will +19; AL C.



Bats Out of Hell (page 33: GPZ): Init +3; Atk bite +2 melee (1d8); AC 14; HD 3d8; MV 10' or fly 40'; Act 1d20 plus special; SP frenzy feed (each successful attack allows another attack with -1d penalties to attack and damage. Up to 3 additional attacks per round: 1d16 (1d7), 1d14 (1d6), 1d12 (1d5)); SV Fort +1, Ref +3, Will +3; AL C.



CREATURES

Bear, Grisly (p. 103: FoD): Init +3; Atk bite +3 melee (1d10+1) and 2 claws +5 melee (1d6+2); AC 14; HD 5d8; MV 40' or climb 20'; Act 3d20; SP limb rend (if all melee attacks hit same target, bear inflicts additional 2d6 damage. Target must pass a Luck check or lose a limb.); SV Fort +7, Ref +5, Will +3; AL N.



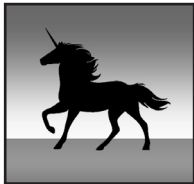
Beetle, Giant (pp. 24, 34: GPZ): Init +3; Atk mandibles +4 melee (3d3) or sanctuary spray +3 missile fire (1d7 plus special, range 40'); AC 18; HD 5d8; MV 30' or climb 10' or fly 20'; Act 1d20; SP sanctuary spray (must pass DC 11 Will save each round in order to attack beetle), corruptive critical (1d10 on crit table M, and inflicts random minor corruption); SV Fort +2, Ref +3, Will +6; AL L.

Bigfoot (p. 33: GPZ): Init +5; Atk stomp kick +6 melee (1d6+5); AC 15; HD 6d8; MV 50'; Act 1d20; SP invisibility defense (when successfully attacked, becomes invisible for 1d3 rounds; a successful attack from invisibility is a critical hit); SV Fort +4, Ref +9, Will +7; AL N.



Bird, Carrion (Condor, Vulture) (p. 31: GPZ): Init +1; Atk beak +1 melee (1d4 plus beak rot); AC 11; HD 1d6; MV 10' or fly 30'; Act 1d14; SP beak rot (DC 10 Fort save or suffer 1d4 Stamina damage); SV Fort +1, Ref +1, Will +0; AL N.

Black Unicorn, "Pitch" (p. 31: GPZ): Init +4; Atk evil eye (special) or horn +15 melee (1d12+12) or front kick +8 melee (1d6+1) or bite +2 melee (1d4); AC 15; HD 10d8; MV 40'; Act 3d20; SP evil eye (DC 15 Will save or target attacks himself with nearest weapon; attack automatically hits), immune to poison, immune to mental effects and paralysis; SV Fort +7, Ref +7, Will +15; AL N.



Bladderwort Giganticus (p. 67: DMz): Init +10; Atk special (coma gas first round, digestive juices following rounds); AC 17; HD 4d8; MV 5'; Act N/A; SP coma gas (DC 15 Fort save or fall unconscious for 1d4 hours), digestive juices (1d3 damage per round after gas attack); SV Fort +5, Ref +0, Will +2; AL C.

Blood Vines (p. 44: FSwmp): Init +2; Atk tendrils whip +3 melee (1d4 plus sucking shoot) or thorn ejection +4 missile fire (1d6, range 50'); AC 12; HD 3d8; MV 10' or climb 30'; Act 1d20; SP sucking shoot (vine heals 1d3 hp, but no more than damage inflicted); SV Fort +1, Ref +3, Will +1; AL C.

Bludicuda (pp. 47, 50, 55: FSwmp): Init +3; Atk bite +3 melee (1d6 plus jumping chomp); AC 13; HD 2d8+4; MV swim 30' or surface jump 20' or ground flop 10'; Act 1d20; SP jumping chomp (a successful airborne attack made jumping from the water's surface does an additional 1d4 damage); SV Fort +0, Ref +4, Will +1; AL N.



Bug-Eating Flytrap (p. 47: FSwmp): Init +1; Atk bite +1 melee (1d3 plus sticky bite); AC 10; HD 1d8; MV 10'; Act 1d14; SP sticky bite (remains stuck after successful attack, doing 1 damage per round); SV Fort +0, Ref +1, Will +0; AL N.



Clam-Up (p. 47: FSwmp): Init +2, +6 with surprise; Atk bite +3 melee (1d6+1); AC 13; HD 2d8; MV 20' or dig 40'; Act 1d20; SP mud burst (if not spotted with DC 14 Intelligence check, bursts from mud to attack with surprise: +1d bonus to attack and +1d4 damage), death throes (slayer's lockjaw: sends slayer psychic command to be vocally silent for 1d3 days, DC 18 Will save); SV Fort +2, Ref -4, Will +4; AL L.

Creeping Dread (p. 68: DMz): Init +6; Atk vine grab +4 melee (1d4 plus drag) or root rend +6 melee (2d5+1); AC 17; HD 6d8; MV 40' or dig 40'; Act 2d20; SP drag (DC 14 Strength check or be dragged to roots, which attack with root rend the next round), vulnerable to fire (+1d damage); SV Fort +4, Ref -2, Will +6; AL C.



Creepy-Crawly Swarm (p. 48, 49: FSwmp): Init +6; Atk swarming bite +2 melee (2 plus stunning stings); AC 14; HD 5d8; MV 30' or climb 30' or fly 30'; Act 1d16 special; SP swarming bite (all

targets in 20'x20'x20' volume), half damage from non-area attacks, stunning stings (DC 13 Fort save or helpless for 1 round); SV Fort +2, Ref +6, Will -3; AL N.

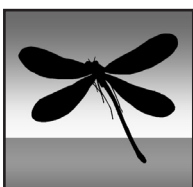
Crokkman (pp. 44, 54: FSwmp): Init +2; Atk found blade +2 melee (1d6+2) or found bow +2 missile fire (1d6) or bite +4 melee (1d10 plus arm-lock); AC 14; HD 3d8; MV 30' or swim 40'; Act 1d20; SP arm-lock (if bite damage is 6 or more, victim's weapon arm is locked in jaw for 1 round; crokkman gains +1d bonus to weapon attacks), water stealth (DC 14 Intelligence check to detect in water), cannibalistic morale (+1d to all morale checks), communicate telepathically with each other; SV Fort +2, Ref +3, Will +1; AL C.



Death Lily, Giant (p. 47: FSwmp): Init N/A; Atk special; AC 10; HD 1d8; MV float 5'; Act N/A; SP tempting petals (DC 11 Will save or eat the lily, melee range only), slaying stamens (eating a lily requires a DC 11 Fort save or die; 2d6 Stamina damage on successful save); SV Fort +0, Ref +0, Will +0; AL C.

Denizen of the Deep (p. 113: HoIC): Init +6; Atk bite +4 melee (2d4 plus poison); AC 12; HD 6d8; MV 40'; Act 2d20; SP slime puddle (those within melee range must pass a DC 13 Ref save each round or fall prone; the same save is required to rise from prone), poison (DC 11 Fort save or 1d3+1 Strength damage), uses echolocation; SV Fort +3, Ref +4, Will +4; AL C.

Dragonfly, Monstrous (p. 50: FSwmp): Init +5; Atk wing buffet +5 melee (2d6); AC 20; HD 10d8; MV fly 50'; Act 3d20; SP fireball fumble (on a fumble, dragonfly loses all remaining attacks for the round, but breathes a fireball centered on itself: radius 30', damage equal to current hp, DC 15 Ref save for half), immune to fire; SV Fort +10, Ref +10, Will +10; AL L. Length of dragonfly is 1d20 feet. Average stats shown; scale up or down for larger or smaller specimens.

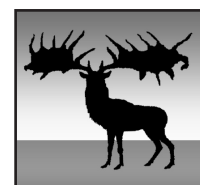


Dwarf (Airship Crewmember, Engineer, Dock Worker) (p. 81: SAV, GAshp, AHgr): Init +3; Atk handaxe +2 melee (1d6+2) and shield bash +2 melee (1d3+2); AC 15; HD 3d8; MV 20'; Act 1d20+1d14 (shield bash); SP infravision, reeking belch (if both melee attacks hit, dwarf belches, target must make DC 11 Fort save or attack at -1d for 1 round); SV Fort +5, Ref +1, Will +3; AL N.

Eel, Lightning (p. 50, 51: FSwmp): Init +4; Atk lightning eye-beam +4 missile fire (2d4) or shocking aura (special) or bite +3 melee (1d6); AC 14; HD 2d8; MV swim 40'; Act 1d20; SP shocking aura (all targets within 10' make a DC Fort save or are helpless for 1d3 rounds); SV Fort +2, Ref +6, Will +1; AL N. Length of eel is 1d20+5 feet. Average stats shown; scale up or down for larger or smaller specimens.



Elk, Death-Head/Mega (pp. 35, 103: GPZ, FoD): Init +4; Atk antler gore +5 melee (3d4 plus special) or front kick +3 melee (1d6) or bite +2 melee (1d4); AC 13; HD 4d8; MV 40'; Act 2d20; SP antler gore (same attack roll applies for all melee combatants in front of the elk; may only gore once per round); SV Fort +2, Ref +5, Will +1; AL N.



Exploding Sunflowers (p. 69: DMz): Init +2; Atk seed explosion +4 missile fire (1d12 plus stupor poison); AC 10; HD 2d8; MV 0'; Act 1d20; SP seed explosion (attacks all targets in 30' radius), stupor poison (if a PC takes 7 or more damage, DC 14 Fort save or, for next 2 hours, all ability scores except Luck are reduced by half and all rolls have -2d penalty); SV Fort +1, Ref +0, Will +0; AL N.

Flesh-Eating Butterfly Swarm (p. 103: FoD): Init +3; Atk swarming bite +2 melee (1d4) or monarch mayhem +6 melee (2d6 plus special); AC 12; HD 6d8; MV fly 40'; Act special or 1d20 (monarch mayhem); SP swarming bite (all targets in 25'x25'x25' volume), half damage from non-area attacks, monarch mayhem (entire swarm focuses on only one target, which is penalized -1d to all rolls for 1 round if attack is successful); SV Fort +1, Ref +10, Will -4; AL C.

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Garden Gnome (p. 72: DMz): Init +2; Atk magic bolt +3 missile fire (1d6+1, range 100') or garden shears +3 melee (1d5); AC 13; HD 3d8; MV 20'; Act 1d20; SP bleed and blink (whenever a gnome is damaged, it teleports up to 60' in any direction it chooses; this may be prevented by taking its hat, which requires a DC 18 Ref save); SV Fort +17, Ref +4, Will +5; AL N.



Gnats, Swarm (pp. 46, 50: FSwmp): Init +6; Atk swarming bite +1 melee (1d6 plus prone-to-fall); AC 13; HD 8d8; MV fly 30'; Act 1d16 special; SP swarming bite (all targets in 30'x30'x30' volume), half damage from non-area attacks, prone-to-fall (d20 Luck check or fall prone for 1 round; if target falls in water, then d30 Luck check or suffer attack from random creature), aversions (does not attack PCs covered in Pictsie paint, making stogie smoke, or carrying a flame torch-size or larger); SV Fort +1, Ref +8, Will +4; AL N.

Goblin (Airship Crewmember, Pixie Handler, Spy) (pp. 81, 82, 85: SAV, GAshp): Init +3; Atk short sword +2 melee (1d6) or goblin-sling +4 missile fire (1d5, range 70'); AC 12; HD 2d8; MV 20'; Act 1d20; SP goblin gang-up (+1d on attacks if 3 or 4 attack same target; if 5 or more attack same target, they gain +2d on attacks, and target suffers a -1d penalty on all rolls), stealthy (+5 to stealth checks); SV Fort +0, Ref +2, Will +1; AL C.

Goblin, Red Cap (pp. 103-107: FoD): Init +3, +6 with surprise; Atk club +4 melee (1d4+1) or claw +2 melee (1d6+1) or net +6 missile fire (target entangled, range 20'); AC 14; HD 4d8; MV 30' or swim 30'; Act 1d20+1d16; SP underbrush ambush (DC 17 Intelligence check to spot ambush), stealthy (+5 to stealth checks), trap smart (+5 to find and dismantle traps), amphibious breathing, roguish crit (1d12 on crit table II); SV Fort +7, Ref +2, Will +2; AL L.



Golden Scarab (p. 30: GPZ): Init +1; Atk burn +3 melee (1d6 fire) or bite +1 melee (1d3); AC 14; HD 1d8; MV 30' or dig 30'; Act 1d20;

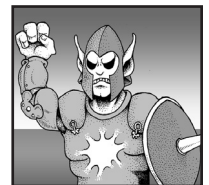


SP beguiling defense (if a scarab is touched or attacked, all nearby scarabs scintillate and beguile the offender; Will save with DC equal to number of scarabs seen, or stand helpless for 2d4 hours), burning desire (hold scarab in hand speaking proper Egyptian incantation, and scarab grants one wish; fail the incantation and scarab burns through hand, 2d4 damage, -1d to attacks); SV Fort +1, Ref +2, Will +1; AL L.

Griffin, "Merv" (p.34: GPZ): Init +3; Atk 2 claws +7 melee (1d7) and bite +10 melee (2d7); AC 18; HD 7d12; MV 40' or fly 80'; Act 3d20; SP revealing sight (sees all things invisible or hidden), loyal to Grimtina (responds to Grimtina's bone whistle, +1d to morale checks involving Grimtina); SV Fort +8, Ref +9, Will +5; AL N.

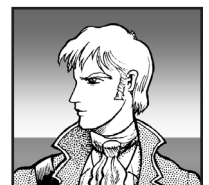


Grimtooth Clay Golem (p. 124: GIS): Init +15; Atk spear +15 melee (5d8+10) or chaos bolt (special) or shield bash +15 melee (1d8+10); AC 30; HD 10d30+50; hp 210; MV 40'; Act 2d20+1d14 (shield bash); SP Grimtooth's mithril battle armor (immune to critical hits, 75% spell resistance, 50% chance to block mundane missiles [see Appendix 3: Items for additional boons]), chaos bolt (range 100', DC 10 Ref save or disintegration), immune to all weapons except magical blunt ones; SV Fort +20, Ref +17, Will +16; AL C.



Half-Orc Worker (p. 16: SAV): Init +1; Atk dagger +1 melee (1d4+1) or sling +1 missile fire (1d4); AC 10; HD 1d10; MV 30'; Act 1d20; SP death throes (last punch: punches slayer with +1d attack bonus, and 1d3+1 damage); SV Fort +1, Ref +0, Will +0; AL C.

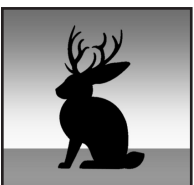
Human (Airship Crewmember, Engineer, Sailor) (p. 75: SAV, GAshp, AHgr): Init +0; Atk cudgel +1 melee (1d4) or short sword +1 melee (1d6) or dart +1 missile fire (1d4, range 40'); AC 10; HD 1d8; MV 30'; Act 1d20; SP death throes (tenacity: fights for 1 more round before dying); SV Fort +0, Ref +0, Will +0; AL N.



The Hydra of Trapsylvania (pp. 34, 39: GPZ): Init +7; Atk bite +6 melee (2d5 plus poison); AC 10; HD 1d12 (7 hp per head); hp 49 (initially 7 heads); MV 30' or swim 30'; Act 1d20 per head; SP poison (DC 10 Fort save or die; 1d8 temporary Stamina damage if successful), severing spray (when a head is severed, the neck writhes, spraying bloody gas; if in melee range, slayer must make DC 13 Fort save or fall prone, helplessly writhing for 1 round), heal 1 hp/round per remaining head, heads regenerate at 2x rate; SV Fort +1 per head, Ref +1 per head, Will +1 per head; AL C.



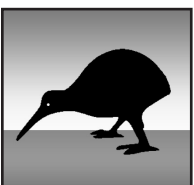
Jackalope (p. 34: GPZ): Init +0; Atk horns +2 melee (1d6); AC 10; HD 1d8; MV 40' or jump 20'; Act 1d16; SP exploitable (loves carrots), skittish (d14 morale checks); SV Fort +0, Ref +1, Will +0; AL N.



Killer Dodo Bird (pp. 35, 39: GPZ): Init +3; Atk bite +3 melee (1d6+2); AC 12; HD 3d8; MV 30'; Act 1d20; SP death throes (gizzard stone explosion: all within 20' take 3d4 damage, DC 14 Ref save for half; chain reactions with multiple dodos are possible); SV Fort +3, Ref -2, Will +2; AL N.



Kiwi Time Snitcher (pp. 35, 39: GPZ): Init +3; Atk beak-spear +3 melee (1d4+1); AC 13; HD 2d4; MV 40' or fly 60'; Act 1d20; SP stop time (kiwi stops time for 1 round, once per day; may take any actions during that round, and whoever holds kiwi may also act), exploitable (loves noni berries; feeding one to kiwi will make it stop time, if it hasn't already today); SV Fort +3, Ref -2, Will +2; AL N.



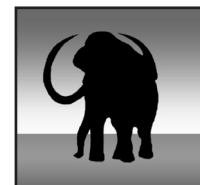
Leech, Mega (p. 115: FSwmp, HoIC): Init +2; Atk bite +2 melee (1d3 plus suck blood); AC 10; HD 1d8+2; MV 30' or swim 30'; Act 1d20; SP suck blood (stays attached and drains 1 point of Stamina per round), painful removal (1d3+1 damage to forcibly remove), exploitable (Grimtina's singing spell keeps leeches from attacking); SV Fort +1, Ref +0, Will +2; AL N.

Lunging Lotus Flowers (p. 44: FSwmp): Init +2; Atk stamen swipe +1 melee (1 plus contemplation); AC 10; HD 1d6; MV 0'; Act 1d20; SP contemplation (DC 12 Will save or perform sitting meditation, refusing to react to external stimuli; only 1 save per hour to break the trance); SV Fort +0, Ref +1, Will +0; AL L.

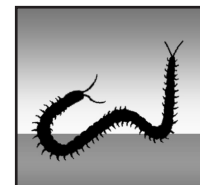
Man-Eating Mantrap (p. 47: FSwmp): Init +8; Atk engulfing bite +5 melee (2d6 plus digestion); AC 14; HD 4d8; MV 10'; Act 1d20; SP digestion (victim stuck in plant after successfully attacked, takes 1d3 damage per round); SV Fort +1, Ref +5, Will +3; AL C.



Mammoth (p. 36: GPZ): Init +2; Atk tusk gore +6 melee (1d10+2); AC 13; HD 8d12; MV 30'; Act 2d20; SP trampling crit (crits on 18-20, additional trample damage of 2d12); SV Fort +8, Ref +4, Will +4; AL N.



Millipede, Giant (p. 30, 34: GPZ): Init +2; Atk stabbing leg +3 melee (1d6); AC 17; HD 11d8; MV 60' or climb 50'; Act 6d20 (all on same target); SP caustic shower (if the millipede has taken damage since its last attack, it sprays acid from tiny holes in its exoskeleton, 20' radius, DC 14 Ref save or 2d4 damage); SV Fort +6, Ref +10, Will +6; AL N.



Millipede, Swamp (p. 53: FSwmp): Init +1; Atk stinging leg +1 melee (1d3 plus poison); AC 13; HD 1d8+1; MV 40'; Act 4d16 (all on same target); SP poison (DC 12 Fort save or 1 point Agility damage); SV Fort +0, Ref +1, Will +0; AL N.

Monkey, Flying (p. 31: GPZ): Init +1; Atk bite +2 melee (1d4) or airlift +6 melee (special); AC 14; HD 3d8; MV 30' or fly 40'; Act 1d20; SP airlift (if 3 monkeys successfully hit in the same round, they are able to carry a man-sized target into the air); SV Fort +1, Ref +3, Will +0; AL C.



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Mosquito Swarm, Giant (p. 46:

FSwmp): Init +2; Atk swarming bite +1 melee (1 plus disease); AC 11; HD 4d8; MV fly 40'; Act special; SP swarming bite (all targets in 40'x40'x40' volume), half damage from non-area attacks, disease (DC 11 daily Fort save or contract swamp fever, lose 1 each of Strength, Agility, and Stamina per day), exploitable (avoids smoke, especially Grimtooth cigars); SV Fort +1, Ref +6, Will -2; AL N.



Mosquito-Moth Swarm (p. 46,

44: FSwmp): Init +3; Atk swarming bite +3 melee (1 plus blood loss); AC 12; HD 3d8; MV fly 40'; Act special; SP swarming bite (all targets in 20'x20'x20' volume), half damage from non-area attacks, blood loss (DC 12 Luck or Agility check, whichever has largest modifier, or take additional 1d6 damage); SV Fort +1, Ref +5, Will -1; AL C.



Mouse-Eating Mousetrap (p. 47: FSwmp): Init +3; Atk bite +3 melee (1d6 plus locking jaw); AC 11; HD 2d8; MV 10'; Act 1d16; SP locking jaw (take 1d8 damage to forcibly remove, DC 10 Fort save for half); SV Fort +1, Ref +3, Will +1; AL N.

Mushroom Man (p. 72: DMz):

Init +1; Atk bash +4 melee (1d6+2); AC 11; HD 4d12; MV 20'; Act 2d20; SP spore breath (if both bash attacks hit, breathes spores at target; DC 11 Fort save to avoid infection, or target becomes a mushroom man in 1d3 days), death throes (tenacity: fights for 1 more round before dying); SV Fort +9, Ref -1, Will +1; AL C.



Needle-Beak Shrike (p. 103: FoD): Init +2; Atk beak +4 melee (1d6); AC 12; HD 2d8; MV 10' or fly 30'; Act 1d20; SP binding crit (pierces the target's eyes, causing permanent blindness), exploitable (saves and retrieves meat impaled on thorny plants); SV Fort +1, Ref +2, Will +1; AL N.

Ninja Chef (p. 30: GPZ): Init +2; Atk sword +3 melee (1d6+2) or throwing star +4 missile fire (1d3, range 50'); AC 14; HD 5d8; MV 30'; Act 2d20; SP filleting crit (filets skin off victim, +3d4

damage), shinobi step (once per encounter, teleports 30' in any direction; those within melee range of starting location must make DC 12 Will save or be helplessly stunned for 1 round); SV Fort +2, Ref +3, Will +1; AL N.

Octopus (p. 36: GPZ): Init +7;

Atk tentacle +4 melee (2d4) or bite +6 melee (1d6 plus poison) or ink spray +3 missile fire (special, range 30'); AC 15; HD 6d8; MV 30' or swim 40'; Act 4d20; SP grab-and-bite (those hit by a tentacle are grabbed and bitten next round, DC 15 Strength check to break free; octopus has +1d bonus to bite grabbed targets), poison (DC 14 Fort save or paralysis for 1 hour), ink spray (DC 12 Ref save or blind for 1 hour), camouflage (+8 to hide); SV Fort +2, Ref +3, Will +6; AL N.



Ogre-Werewolf (p. 63: WSchl,

DMz): Init +8; Atk bite +12 melee (1d16+6) and 2 claws +9 melee (1d14+4); AC 16; HD 7d8+3; MV 50'; Act 1d24+2d20 (claws); SP body rip (once per encounter, DC 15 Fort save or die, 3d8 damage if save successful), immune to mundane weapons, vulnerable to mithril weapons (crit with a successful attack), infecting curse (last PC wounded by werewolf makes DC 11 Fort save or contracts lycanthropy), death throes (transforms into ogre); SV Fort +2, Ref +1, Will -1; AL C.



Orc (Dock Worker, Engineer, Servant) (p. 15-17: SAV, GPZ, AHgr): Init +1; Atk dagger +1 melee (1d4+1) or shortbow +1 missile fire (1d6); AC 12; HD 1d12; MV 30'; Act 1d20; SP primal scream (once per encounter, orc's scream incurs -1d attack penalties to those within 20' for 1d3 rounds, DC 15 Will save); SV Fort +2, Ref +0, Will -1; AL C.

Orc Guard (pp. 16, 19, 76, 81:

SAV, GAshp, AHgr, GIS): Init +1; battleaxe +2 melee (1d10+1) or longbow +2 missile fire (1d6); AC 17; HD 3d12; MV 30'; Act 1d20; SP orcish cleave (on a natural 19-20, the orc applies half damage to a second melee target); SV Fort +4, Ref +0, Will 0; AL C.



Oyster, Giant (p. 55: FSwmp): Init +2; Atk shell snap +3 melee (1d6 plus shellhold); AC 16; HD 3d8; MV swim 20'; Act 1d20; SP shellhold (DC 13 Strength check per round to break free), treasure (on a successful Luck check, oyster has a swamp pearl); SV Fort +1, Ref +1, Will +3; AL N.

Pictsie (pp. 18, 19, 44-46, 54: FSwmp): Init +2; Atk swamp spike +3 melee (1d5 plus poison) or javelin +2 missile fire (1d6 plus poison); AC 13; HD 2d8; MV 30' or swim 30'; Act 1d20; SP poison (DC 14 Fort save or sleep for 1 hour), swamp bomb (twice per encounter, range 90', 2d6 fire damage in 10' radius, DC 14 Ref save to avoid); SV Fort +3, Ref +1, Will +1; AL N.



Pictsie Warrior Lich (p. 53, 54: FSwmp): Init +2; Atk chilling blade +5 melee (1d8+3 plus chill) or scary spell +4 missile fire (2d4 plus fear, range 200'); AC 19; HD 8d8; MV 40'; Act 2d20; SP chill (DC 15 Fort save or paralyzed for 1d3 rounds), fear (DC 15 Will save or flee for 1d3 rounds), immune to mundane weapons, 50% magic resistance, un-dead traits, immune to mental effects; SV Fort +3, Ref +3, Will +10; AL L.

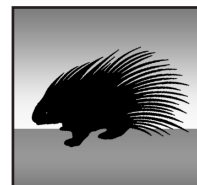
Piranha Swarm (p. 96: LDG): Init +4; Atk swarming bite +3 melee (1d6) or devour +6 melee (2d8 plus special); AC 14; HD 4d8; MV swim 40'; Act d16 special or 1d20 (devour); SP swarming bite (all targets in 15'x15'x15' volume), half damage from non-area attacks, devour (entire swarm focuses on only one target, lose 1d4 Stamina if attack is successful); SV Fort +1, Ref +5, Will -1; AL N.

Pixie (pp. 77, 103-107: GAsHp, FoD): Init +3; Atk knife +2 melee (1d4 plus spider venom) or blow-gun +3 missile fire (1d3 plus plant poison); AC 17; HD 3d8; MV 10' or fly 50'; Act 1d20; SP spider venom (DC 14 Fort save or paralysis for 1d3 rounds; 1d3 damage if successful), plant poison (DC 12 Fort save or -1d to all rolls for 1 hour), blinding dust (once per encounter, 15' cone, DC 10 Fort save or blind for 1d3 days), telepathy, +2d bonus to poison saves, vulnerable to sugar intoxication (1/2 movement and



-1d penalty to attacks if given sugar; pixie must make DC 11 Will save if trying to resist eating it); SV Fort +1, Ref +3, Will +0; AL C.

Porcupine, Giant (p. 34: GPZ): Init +2; Atk bite +3 melee (1d8) or quill volley +5 missile fire (1d4, range 50', special); AC 17; HD 4d8; MV 30'; Act 1d20 or 6d20 (quill volley); SP quill volley (-1d to hit targets directly in front of porcupine), pointed defense (upon a successful melee attack against the porcupine, make DC 12 Ref save or take 1d3 quill damage); SV Fort +3, Ref +3, Will +2; AL N.

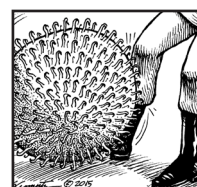


Raptor (pp. 36, 37: GPZ): Init +5; Atk bite +3 melee (1d6+2); AC 14; HD 3d8; MV 60'; Act 1d20; SP bite-and-run (raptor can bite and move in one action, without defender getting a parting attack), pack hunting (+1 attack bonus for every raptor attacking the same target); SV Fort +3, Ref +5, Will +1; AL N.

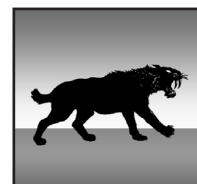


Raspberry Jellyfish (p. 47, 50: FSwmp): Init +2; Atk sting +3 melee (1d4 plus poison); AC 12; HD 2d8; MV swim 30'; Act 1d20; SP poison (DC 10 Fort save or take 1d7+3 damage to hp and Agility); SV Fort +2, Ref +0, Will +0; AL N. Diameter of jellyfish is 1d6 feet. Average stats shown; scale up or down for larger or smaller specimens.

Rolling Burrgantus (p. 68, 73: DMz): Init +2; Atk poke-and-hook +2 melee (1d4 plus seeds); AC 12; HD 1d8; MV 40'; Act 1d20; SP seeds (defender makes Luck check or is infected with seeds, causing weakness after 2 days, and small burrgantus plants bursting from their flesh after 5 days; targets in metal armor cannot be seeded); SV Fort +0, Ref +1, Will +0; AL N.



Saber-Toothed Forest Cat (pp. 22, 103: GPZ, FoD): Init +6; Atk bite +3 melee (1d8) and 2 claws +2 melee (1d6); AC 13; HD 4d8; MV 40' or climb 40' or jump 30'; Act 1d20+2d16 (claws); SP rake (if all 3 melee attacks hit same target, cat rakes for additional 2d6 damage); SV Fort +2, Ref +4, Will +2; AL N.



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Scorpion, Giant (pp. 28, 30, 34: GPZ): Init +2; Atk 2 claws +8 melee (2d5) and sting +5 melee (2d7 plus poison); AC 17; HD 10d8; MV 40' or climb 20'; Act 3d20; SP poison (DC 14 Fort save or lose 3 Stamina per round; death at 0 Stamina); SV Fort +8, Ref +6, Will +2, AL N.



Seal-of-Disapproval (p. 48: FSwmp): Init +1; Atk bite +1 melee (1d6) or stink flipper +3 melee (1 plus special); AC 11; HD 2d8; MV 20' or swim 40'; Act 1d20; SP stink flipper (twice per encounter, flipper discharges an odorous ooze; target loses 2d3 Personality for 1 hour); SV Fort +0, Ref +2, Will -1; AL N.



Shadeflower (p. 47: FSwmp): Init +1; Atk focused keening +3 missile fire (1 plus demoralization); AC 10; HD 2d8; MV 0'; Act 1d20; SP demoralization (DC 12 Will save or cower in flower's shade for 1 hour, then DC 12 Will save to avoid eating a petal), poison petals (upon eating a petal, DC 6 Fort save or die; flower's center looks like victim's face); SV Fort +0, Ref +0, Will +0; AL N.



Slaughter-Otter (p. 48 FSwmp): Init +1; Atk stone-bash +1 melee (1d3) and bite +3 melee (1d4); AC 12; HD 2d8; MV 20' or swim 40'; Act 2d20; SP possession crit (on a natural 20, otter

possesses victim, which attacks companions and loses 1d6 Stamina per round until victim or otter dies; DC 15 Will save to avoid), death throes (transforms into a severed human head); SV Fort +1, Ref +3, Will +1; AL C.

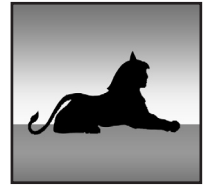
Slingshot Rhino (p. 29, 36: GPZ): Init +2; Atk horn +6 melee (2d4); AC 16; HD 6d12; MV 30'; Act 1d20; SP trampling crit (crits on 19-20, additional trample damage of 2d8), slingshot (a rider may use horns and rubber band to form a slingshot: 1d8 damage, range 100'); SV Fort +6, Ref +3, Will +3; AL N.



Snake, Regular (p. 31, 47: GPZ, FSwmp): Init +4; Atk bite +2 melee (1 plus poison); AC 11; HD 1d3+1; MV 30'; Act 1d16; SP poison (see snake poison table); SV Fort +0, Ref +1, Will +0; AL N.

Snake, Giant (p. 107: FoD): Init +4; Atk bite +5 melee (1d6 plus poison); AC 14; HD 5d8; MV 40' or climb 30'; Act 1d20; SP poison (see snake poison table), constricting crit (on 19-20, constricts for 2d4 damage, gains +1d to next attack vs. same target); SV Fort +3, Ref +5, Will +2; AL N.

Sphinx (p. 36: GPZ): Init +3; Atk 2 claws +5 melee (2d5) and bite +9 melee (3d7); AC 20; HD 9d12; MV 40' or fly 0' (old wing injury); Act 3d20; SP immune to magic, only speaks in questions, death throes (Luck



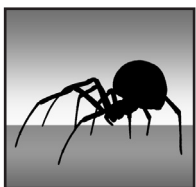
Snake Poison Table

Roll 1d8 or choose based on snake; recovery is possible with normal healing or antivenom.

d8	Snake	Fort Save	Dmg with Success	Dmg with Failed Save
1	<i>Black mamba</i>	DC 17	1d6 hp 3 Stamina per hour	Death in 12 hours
2	<i>Blue papa</i>	DC 13	1d3 Agility (temp)	1d4+1 Agility (permanent)
3	<i>Cobra</i>	DC 16	1d8 Stamina (temp)	Death in 1d3+1 rounds
4	<i>Hoboa</i>	DC 13	1d3 Personality (temp)	1d4+1 Personality (permanent)
5	<i>Hyperviper</i>	DC 19	+1 Agility increase	-5' to MV rate (permanent)
6	<i>Krait</i>	DC 15	Paralysis, 1d3 rounds	Paralysis, death in 1d3+5 hours
7	<i>Silkmouth</i>	DC 12	1d3 hp Speech impediment	-1d to spell checks
8	<i>Viper</i>	DC 16	1d3 Strength (temp) 2d8 hp	1d3 Strength (permanent)

loss: slayer loses 4 Luck, which does not regenerate, even for thieves and halflings); SV Fort +10, Ref +10, Will +10; AL L.

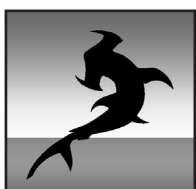
Spider, Giant (p. 103: FoD): Init +5; Atk bite +8 melee (1d7+3 plus poison) or webstream +5 missile fire (webbing, range 100') or leaping body-slam +3 melee (2d24); AC 16; HD 8d8; MV 40' or climb 40'; Act 2d20 or 1d20 (body-slam); SP poison (DC 16 Fort save or paralysis for 3d3 rounds), webbing (spider gains +1d bonus to hit target, which is penalized -1d to all rolls, half movement, requires 1 round's actions to remove), slow to rise (spider's reduced speed after a leaping body-slam grants +1d to opponents' attack rolls for 1 round); SV Fort +6, Ref +9, Will +5; AL N.



Squid, Giant Freshwater/Swamp (p. 47, 55: FSwmp): Init +4; Atk tentacle +6 melee (2d6) or bite +8 melee (1d8) or ink spray +6 missile fire (1d4 plus poison, range 60'); AC 14; HD 8d8; MV 30' or swim 50'; Act 6d20; SP poison (DC 14 Ref save or blind for 1 day; also, DC 14 Fort save or take additional 1d12 damage and lose 1 Stamina per hour), regeneration (heals 2d3+2 hp per round), amphibious; SV Fort +4, Ref +6, Will +8; AL L.



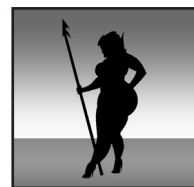
Swampshark (p. 47, 50: FSwmp): Init +5; Atk bite +5 melee (2d5); AC 15; HD 4d8; MV swim 50'; Act 1d20, special; SP repeating bite (gets another attack if inflicts 7 or more bite damage), death throes (parting bite: DC 15 Ref save or one melee target takes 1d6 damage); SV Fort +3, Ref +3, Will +2; AL N. Length of swampshark is 1d10 feet. Average stats shown; scale up or down for larger or smaller specimens.



Toucan Son-of-Sam (p. 37: GPZ): Init +1; Atk beak +3 melee (1d6) or altruistic whisper (special); AC 10; HD 1d8; MV 20' or fly 30'; Act 1d16; SP altruistic whisper (range 60', DC 15 Will save or be annoyingly altruistic for 1d6 hours; DC increases by 1 for each round of exposure); SV Fort +0, Ref +0, Will +3; AL N.



Troll (Bikini Team Member, Servant) (pp. 17, 30, 38: SAV, GPZ): Init +3; Atk bite +4 melee (1d4+2) and 2 claws +4 melee (1d6+1); AC 15; HD 3d12; MV 30'; Act 1d20+2d16 (claws); SP regeneration (2 hp per round), death throes (summon guards: slayer passes Luck check or 1d3 troll guards appear next round); SV Fort +4, Ref +2, Will +2; AL C.



Troll Guard (pp. 16, 36: SAV, GPZ, AHgr): Init +6; Atk trollsword +6 melee (1d7+1d3) or trollish crossbow +4 missile fire (2d4, range 300'); AC 19; HD 5d12; MV 20'; Act 2d20; SP master of restraint (base grapple chance is 1d24+10), mental reflection (50% chance that mental effect spells reflect back to the caster); SV Fort +6, Ref +6, Will +4; AL C.



Vril-ya (p. 86: GAsph): Init +3; Atk bite +5 melee (2d4) or sonic shatter +3 missile fire (1d10 plus limp-limb, range 50') or telekinesis (special); AC 13; HD 4d8; MV 20' or fly 40'; Act 1d20; SP limp-limb (DC 14 Fort save or limb is unusable for 1d3 days), telekinesis (twice per encounter, DC 16 Will save or be thrown for 2d6 damage, or DC 16 Ref save or weapon is thrown up to 100' away), echolocation; SV Fort +1, Ref +2, Will +6; AL C.



Water-Rat (p. 48: FSwmp): Init +3; Atk bite +1 melee (1 plus swamp-fever); AC 10; HD 1d4; MV 30' or swim 30'; Act 1d16; SP swamp-fever (DC 10 Fort save or lose 1 Strength; DC and ability loss increase by 1 each day; strength loss is not recoverable until disease is cured), false retreat (rats flee when half their number are slain, but return to attack 4 rounds later); SV Fort +2, Ref +1, Will -1; AL N.



Werewolf (p. 103: FoD): Init +6; Atk bite +8 melee (1d12+2) and 2 claws +6 melee (1d10); AC 14; HD 5d8; MV 50'; Act 1d20+2d16 (claws); SP terrorizing howl (once per encounter, DC 18 Will save or suffer -2d to all attacks for 2d3 rounds), immune to mundane weapons, vulnerable to silver (+1d8 damage), infecting curse (last PC wounded by

NPCs

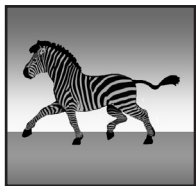
werewolf makes DC 7 Fort save or contracts lycanthropy), death throes (transforms into humanoid); SV Fort +2, Ref +1, Will -1; AL C.



Yidhra Priest (p. 32: GPZ): Init +2; Atk flail +3 melee (1d6) or harmful spell +3 missile fire (1d7+1, range 100'); AC 14; HD 3d8; MV 30'; Act 1d20; SP teleport (twice per encounter, 100'), immune to mundane weapons, vulnerable to silver (+1d8 damage), death throes (slayer rolls Luck check; if failed, priest successfully summons Azagoth (see above)); SV Fort +2, Ref +1, Will +3; AL C.



Zebra, Rabid (p. 14: FoD): Init +3; Atk hoof +4 melee (1d6+2) or bite +2 melee (1d4 plus rabies); AC 14; HD 4d8; MV 50'; Act 1d20; SP rabies (DC 12 Fort save or contract, with subsequent DC 10 Fort save each hour or uncontrollably attack the nearest creature for 1d3 rounds), afraid of water; SV Fort +5, Ref +3, Will +2; AL N.

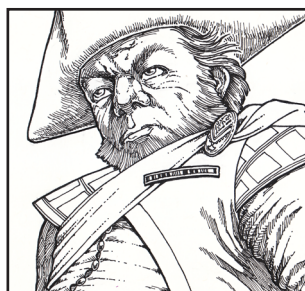


less reptile), spells (CL 7, spell check +9: *blessing, bolt from the blue, food from the gods, lotus stare, magic missile, magic shield, neutralize poison, paralysis, remove curse, speak with the dead*), repel unfaithful (DC 15 Will save or target cannot approach within 30' of Barzai, only affects those unfaithful to Yidhra, 3 times per encounter); SV Fort +7, Ref +5, Will +9; AL C.



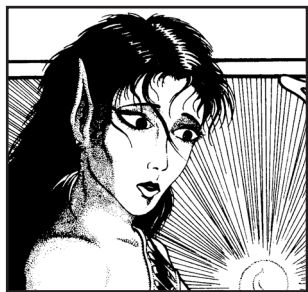
Bruut the Half-Orc (pp. 51-54: FSwpmp): Init +4; Atk big dagger +6 melee (1d5+2) or heavy spear +6 melee (1d10+2) or crossbow +4 missile fire (1d6) or net +4 missile fire (target entangled, range 20'); AC 12; HD 4d12+4; hp 30; MV 30'; Act 1d20; SP death throes (last punch: punches slayer with +1d attack bonus and 1d3+2 damage); SV Fort +5, Ref +2, Will +2; AL C.

Captain Quert, Dwarf (p. 84: GAshp): Init +4; Atk warhammer +10 melee (1d8+1) and whip +10 melee (1d4+1 plus whipcraft) or beardbead +8 missile fire (2d4, 30' range, 10 beads total); AC 18; HD 9d10+18; hp 69; MV 20'; Act 2d20; SP whipcraft (DC 18 Ref save or weapon thrown 30' away, or DC 15 Ref save or tripped to fall prone, or DC 15 Fort save or lose 1d6 Stamina), infravision, reeking belch (if both melee attacks hit, dwarf belches; target makes DC 14 Fort save or attacks at -1d for 2 rounds); SV Fort +9, Ref +6, Will +6; AL N.



APPENDIX 2: NPCs

Annabelle (p. 40: FoD): Init +1; Atk staff +1 melee (1d4) or sling +2 missile fire (1d4); AC 12; HD 1d8; hp 7; MV 30'; Act 1d20; SP temple foe (knowledgeable about Temple of Yidhra), mischievous god (Annabelle may be Yidhra in disguise, judge's discretion); SV Fort +2, Ref +2, Will +3; AL L.



Barzai, High Priest of Yidhra (pp. 38, 40: GPZ): Init +4; Atk battleaxe +5 melee (1d10+2), painful incantation +5 missile fire (2d6, range 100'), reptilian polymorph (special), or spell (special); AC 14; HD 7d8+5; hp 43; MV 30'; Act 2d20; SP reptilian polymorph (DC 17 Will save or target believes he's been transformed into a harm-

G'Taki, Goblin Navigator (p. 85: GAshp): Init +3; Atk cutlass +5 melee (1d7+1) and handaxe +5 melee (1d6+1); AC 15; HD 4d8; hp 20; MV 20'; Act 1d20+1d16; SP disarming crit (strikes opponent's hand for +1d4 damage and sends weapon 20' in desired direction), last-minute parry (once per round: for an attack roll that just equals G'Taki's AC, the goblin gets an immediate roll 1d20+5; if he beats the incoming attack roll, he parries the blow), stealthy (+5 to stealth checks); SV Fort +2, Ref +5, Will +3; AL C.

Grimscale Junior (p. 99: LDG): Init +9; Atk 2 claws +12 melee (1d8), bite +12 melee (1d12), tail slap +12 melee (1d20), and spell (see below); AC 27; HD 9d12; hp 81; MV 60' or fly 120'; Act 4d20+1d20(spell); SP spells, breath weapon, frightful presence, damage reduction, darkness, ventriloquism, neutralize poison, telepathic (see below for all); SV Fort +9, Ref +9, Will +9; AL C.



- Spells (+8 spell check, CL 9): Level 1- *charm person*, *flaming hands*, *magic shield*; Level 2- *detect invisible*, *mirror image*.

- Breath weapon (3/day): Electricity (1d4 line forks, 5' wide, total length 80'); 81 hp damage (DC 19 Fort save for half).

- Frightful presence: The dragon's visage and sheer mass are absolutely terrifying. All who look upon it must make a Will save (DC 19) or flee in terror (duration 1d4 turns or until a safe distance is reached).

- Damage reduction: The dragon's tough hide reduces the damage of all blows against it by 2 points.

- Darkness (at will): The dragon can cloak an area of 30' radius into absolute darkness. Target any spot within 100'.

- Ventriloquism (at will): The dragon can throw its voice to any point within 200'.

- Neutralize poison (1/day): The dragon can cancel the effects of any one poison by touching the affected creature.

- Telepathic (1/hour): The dragon can read the surface thoughts of one creature within line of sight.

Grimscales Senior (pp. 94, 98: LDG): Init +12; Atk 2 claws +9 melee (1d8), bite +9 melee (1d12), tail slap +9 melee (1d20), wing buffet +9 melee (2d20), crush +9 melee (3d12), and spell (see below); AC

31 or 10 (special); HD 12d12; hp 120; MV 60' or dig 60' or fly 120'; Act 6d20+1d30(spell); SP weak spot ("tradesman's entrance" beneath base of tail has AC 10), spells, partially blind (-4 penalty to +13 attack bonus has already been applied), breath weapon, hypnotic stare, damage reduction, hurl rocks, teleport, ventriloquism, control fire, telepathic (see below for all); SV Fort +12, Ref +12, Will +12; AL N.

- Spells (+6 spell check, d30 action die, CL 12): Level 1- *charm person*, *chill touch*, *magic shield*; Level 2- *detect invisible*, *mirror image*, *Nythuul's porcupine coat*; Level 3- *dispel magic*, *fireball*, *turn to stone*.

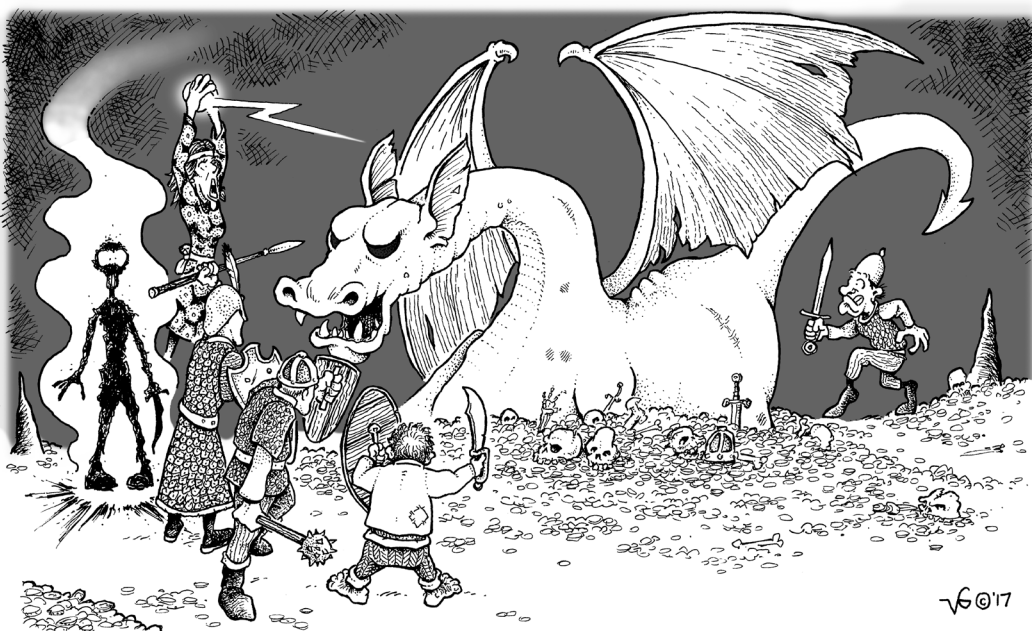
- Breath Weapon (4/day): Steam (cloud, radius 1d4x10', aimed up to 60' away); 60 hp damage (DC 22 Fort save for half).

- Hurl rocks: The dragon can use its claws to pick up and throw small boulders. The attack requires one action die and is +9 missile fire (1d12, range 200').

- Hypnotic stare: The dragon can hypnotize targets with its gaze. The dragon can gaze into the eyes of one target per round by using one action die. A creature that meets the dragon's gaze must make a Will save (DC 22) or stand stupefied as long as the dragon holds its gaze.

- Damage reduction: The dragon's tough hide reduces the damage of all blows against it by 4 points.

- Teleport (1/hour): The dragon can transport itself plus up to three other creatures instan-



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taneously. Target location must be a place the dragon has seen before, and within 100 miles.

- **Reverse gravity (1/day):** The dragon can reverse gravity in an area up to 100' surrounding it. The dragon itself is not affected, but all other creatures "fall" upward, suffering falling damage of 1d6 per 10' fallen if they hit a ceiling. If they are under open skies, they rise to 100' in the air before stopping and bobbing in place. The dragon can continue this effect while concentrating or can reverse it by taking any action. When reversed, affected creatures fall back to earth and suffer falling damage again.

- **Control fire (3/hour):** The dragon can take control of mundane flames, such as torches and lanterns, and cause them to dance, extinguish, or expand; can create line of flame up to 40' long per round. A character touched by line of flame (including one holding a torch or lantern) is engulfed in flames for 1d6 damage plus an additional 1d6 per round. DC 10 Reflex save each round to extinguish.

- **Telepathic (1/hour):** The dragon can read the surface thoughts of one creature within line of sight.

Grimtina the Trollette

(pp. 28, 37, 57, 84; GPZ, GAsHp): Init SP (delays until attacked); Atk chain-saw +21 melee (10d10); AC 41; HD 10d30+100; hp 255; MV 30'; Act 1d20; SP invulnerable to damage, immune to magic; SV Fort +17, Ref +25, Will +15; AL C.



Grimtooth

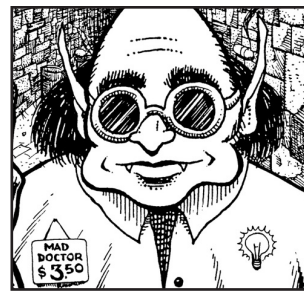
(pp. 6, 75, 84, 114; GAsHp): Init +25; Atk spear +30 melee (10d8+20) or chaos bolt (special); AC 50; HD 20d30+100; hp 420; MV 50'; Act 4d20; SP invulnerable to damage, immune to magic, chaos bolt (100' range, DC 25 Reflex save or disintegration); SV Fort +39, Ref +34, Will +31; AL C.



Groodni Grimgri the Mad Dwarf, "Professor"

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daxe +8 melee (1d6+1) and fungus gun +7 missile fire (1d3 plus fungal growth, range 100'); AC 18; HD 8d10+16; hp 64; MV 20'; Act 2d20; SP fungal growth (DC 14 Fort save or become a mushroom man (see Appendix 1: Creatures, above) in 2 rounds; 2d6 additional damage if save successful), infravision, disemboweling crit (crits on 19-20 with handaxe, DC 12 Fort save or die in 1d6 rounds; 2d12 damage if save successful), werewolf-repelling silver amulet, map of Death Maze, potions (1 of each, see below); SV Fort +7, Ref +4, Will +7; AL N.



- **Extraordinary healing:** Imbiber heals 3d6+3 hit points of damage immediately.

- **Invisibility:** Imbiber turns invisible for 1d4+1 hours. He returns to visibility if he attacks.

- **Gaseous form:** Imbiber transforms into gaseous form for 1d4 turns. While in this form he is immune to mundane physical attacks.

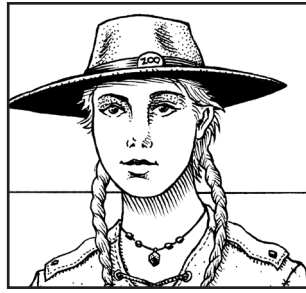
Healer Anne'tae the Dwarf

(pp. 81, 84; GAsHp): Init +2; Atk club +2 melee (1d6+1) and sling +2 missile fire (1d4); AC 16; HD 4d8; hp 27; MV 20'; Act 1d20; SP infravision, healing spell (heal 1d6 hp, no alignment restriction), second-chance curing (2 times per day, allows another Fort save for a poisoned or diseased victim), don't-hit-the-healer (DC 11 Will save necessary to directly attack Anne'tae), leprosy expert (immune to leprosy, and can cure leprosy at will); SV Fort +2, Ref +2, Will +6; AL N.



- **Healer Anne'tae's Armadillo** (p. 76; GAsHp): Init +5; Atk claw +7 melee (1d6+3); AC 20; HD 6d8+6; hp 37; MV 40' or dig 40'; Act 2d20 or 2d24 (special); SP hyper-leprosy bite (if both claws hit, armadillo bites for 1d4, DC 14 Fort save or contract disease: hyper-leprosy. Once contracted, daily Luck check or lose a random extremity), don't-hit-my-mistress (if Anna'tae is injured, armadillo attacks with 2d24 action dice, and crits on 23-24); SV Fort +5, Ref +5, Will +5; AL N.

Holly Marshelle, Zoo Curator (p. 37: GPZ): Init +2; Atk big dagger +4 melee (1d5) or dart +6 missile fire (1d4 plus tranquilizer); AC 14; HD 6d6+6; hp 29; MV 30'; Act 1d20; SP tranquilizer (DC 17 Fort save or fall helpless for 1d3 turns), force field necklace (reduces all incoming damage by 6 points), pacify creatures (monstrous and mundane animals are pacified unless making a DC 16 Will save), speak with animals, summon help (Holly can summon a zoo creature of her choosing, once per hour); SV Fort +1, Ref +5, Will +4; AL N.



Kema Matar, Harbor Master (pp. 16, 18: SAV): Init +4; Atk mighty pen +7 melee (1d7) and spiked-clipboard bash +7 melee (1d3); AC 14; HD 7d10; hp 41; MV 20'; Act 1d20+1d14; SP interrogation (DC 14 Will save or answer honestly), harbor eyes (knowledgeable of all public harbor happenings, 75% chance to know secret happenings), infravision, authoritative berating (spends one action die to berate target, DC 14 Will save or target attacks at -1d for 2 rounds); SV Fort +3, Ref +3, Will +6; AL L.



Mister Sqawg (p. 84: GAsHp): Init +5; Atk longsword +8 melee (1d8+1) and harmful spell +8 missile fire (2d4+2, 100' range); AC 17; HD 7d8+7; hp 40; MV 25' or climb 25'; Act 2d20; SP sees all mundanely-hidden creatures, elven crits (1d12 on crit table II), infravision, smells gold and gems, 50% resistant to sleep and paralysis; SV Fort +9, Ref +6, Will +6; AL N.



Old Mags the Witch (pp. 16, 19, 20: SAV): Init +3; Atk staff +4 melee (1d4 plus protective impulse) or harmful spell +4 missile fire (2d4, range 60') or bite +2 melee (1d4); AC 13; HD 5d6; hp

23; MV 30'; Act 1d20; SP protective impulse (DC 14 Will save or step in the way of incoming attacks towards Mags for 2d3 rounds), grandma's guards (beginning on the second round, 1 orc guard (see Appendix 1: Creatures, above) arrives each round to defend Mags); SV Fort +1, Ref +2, Will +5; AL C.



Old Ned, Chief Engineer (pp. 83, 85: GAsHp): Init +3; Atk wrench +3 melee (1d6) or belch (special); AC 13; HD 3d10+3; hp 21; MV 30'; Act 1d20; SP flask of flaming belches (3 belches per encounter, 2d6 fire damage, 20' cone, DC 12 Ref save for half), inspirational (crewmembers gain +1d attack bonuses when Ned is near), machine mastery (3 times per encounter, Ned can cause a weapon or tool with moving parts to cease functioning for 1 turn); SV Fort +3, Ref +3, Will +3; AL L.



Otto the Caretaker (pp. 94, 97, 101: LDG): Init +3; Atk crowbar +6 melee (1d4+2) and tankard bash +6 melee (1d3+2); AC 18; HD 7d10+8; hp 57; MV 20' or levitate/fly 10'; Act 1d20+1d16; SP befuddling manifesto (once per encounter, manifesto recitation stuns all within a 50' radius for 2d3 rounds, DC 14 Will save to avoid), infravision, find Grimscals (once per hour, Otto can teleport to Grimscals Senior's location), levitating, summon trap (3 times per encounter, target is affected by random trap, 3d6 damage, DC 14 Ref save for half); SV Fort +5, Ref +3, Will +3; AL C.



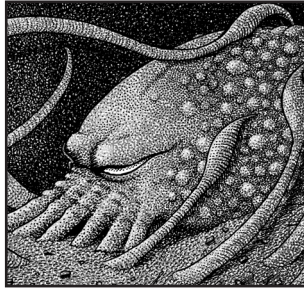
Reginald (King Jeffery's son) (p. 73: DMz): Init +2; Atk longsword +4 melee (1d8+1) or longbow +4 missile fire (1d6); AC 17; HD 3d8+6; hp 21; MV 20'; Act 1d20; SP defender (those attacking the same target as Reginald gain +1 AC), demoraliz-

NPCs

ingly heroic (-1d to opponents' morale checks); SV Fort +3, Ref +2, Will +2; AL L.

Shu Luu (p. 54: FSwmp): Init +3; Atk death blade +4 melee (1d7 plus poison) or blowgun +4 missile fire (1d6 plus poison); AC 15; HD 3d8+3; hp 17; MV 30' or swim 30'; Act 1d20; SP poison (DC 16 Fort save or +2d6 additional damage), swamp bomb (9 total, range 90' 2d6 fire damage in 10' radius, DC 14 Ref save to avoid), roguish crit (1d10 on crit table II); SV Fort +2, Ref +4, Will +3; AL N.

Shub-Niggurath, Elder God (p. 117: VltAG): Init +25; Atk tentacle +40 melee (5d20+30) or soul-rending gaze (special); AC 66; HD 30d30+300; hp 783; MV 100'; Act 15d30; SP invulnerable to damage, immune to magic, soul-rending gaze (line of sight, DC 30 Will save or soul is destroyed; lose 6d6 Personality if save successful), may teleport at will; SV Fort +43, Ref +43, Will +30; AL C.



Slias Mechgrekor (p. 91: AHgr): Init +4; Atk big screwdriver +5 melee (1d7+2) or welding finger +8 missile fire (2d6 fire, 30' range); AC 13; HD 5d10+5; hp 37; MV 20'; Act 1d20+1d16; SP deafening whistle (twice per encounter, 60' radius, 1d6 damage and DC 15 Ref save or deafness for 1 hour), death throes (exploding bag, 3d6 damage, 10' radius, DC 14 Ref save for half); SV Fort +5, Ref +3, Will +3; AL C.



Spike the Grimdog (pp. 8, 25: SB): Init +15; Atk bite +10 melee (8d10+8) or pounce (DC 15 Fort save or fall prone); AC 23; HD 20d8+10; hp 65; MV 50'; Act 2d20; SP immune to magic; SV Fort +15, Ref +17, Will +14; AL L.



Tika Matar (p. 18: SAV): Init +4; Atk mithril abacus +8 melee (1d6) or hairpin +9 missile fire (1d5, range 30', 5 pins); AC 12; HD 8d10; hp 47; MV 20'; Act 1d20+1d16; SP cold stare (3 times per encounter, DC 14 Will save or target suffers -1d penalty to all rolls for 1d3 rounds), infravision, authoritative berating (spends one action die to berate target, DC 14 Will save or target attacks at -1d for 2 rounds); SV Fort +3, Ref +3, Will +6; AL L.



Turnscrew (p. 18: SAV): Init +6; Atk trollsword +12 melee (1d7+1d3) or trollish crossbow +9 missile fire (2d4, 300' range); AC 19; HD 7d12; hp 51; MV 25'; Act 2d20; SP regeneration (3 hp per round), twisting crit (crits on 19 or 20, twists off one of target's limbs or head; additional 2d12 damage), master of restraint (base grapple chance is 1d24+10), mental reflection (50% chance that mental effect spells reflect back to the caster); SV Fort +8, Ref +7, Will +6; AL C.



Yidhra, Dream Witch Goddess (pp. 32, 39-42: GPZ): Init +20; Atk long dagger +25 melee (1d6+15) or sleeping glance (special) or illusory reality (special); AC 30; HD 15d30+100; hp 333; MV 50'; Act 3d20; SP enchanting fighter (DC 18 Will save per round in order to attack Yidhra, otherwise distracted by her movements), invulnerable to damage, immune to magic, sleeping glance (line of sight, DC 30 Will save or supernatural sleep for 2d3 days), illusory reality (line of sight, DC 30 Will save or target experiences with all senses whatever "reality" Yidhra wills, one save per hour), interdimensional teleportation; SV Fort +31, Ref +37, Will +41; AL C.



Zil the Lizard (p. 48, 49, 45: FSwmp): Init +7; Atk tongs +9 melee (1d8+1) or spit +7 missile fire (1d6 plus poison); AC 15; HD 7d12; hp 61; MV 40' or swim 40' or climb 40'; Act 2d20; SP poison (DC 13 Fort save or die in 1d3 rounds), infravision, disabling crit (on a natural 20, she removes target's tongue, ears, or eyes; additional 2d10 damage), immune to poison, amphibious, regeneration (2 hp per round); SV Fort +6, Ref +9, Will +6; AL N.



APPENDIX 3: ITEMS

Many items listed below have magical powers that can significantly impact a campaign. The judge may decide that certain items' enchantments only function in Trapsylvania.

Cruxhor Ring (p. 62: WSchl):

The wearer of this ring may summon a minor succubus demon for 2d3 rounds each day. The pain of the act damages the summoner 1 hp for each round the demon is summoned. When the succubus is dismissed, the bearer must make a Luck check; if he fails, he loses 1 hp permanently from his max hp. Lawful PCs must use a d30 for this check. The demon is under the summoner's control for the duration.



Succubus, Minor (type I demon) (p. 62: WSchl): Init +3; Atk horn gore +6 melee (2d5) and 2 claws +6 melee (1d6); AC 15; HD 4d12; hp 31; MV 30' or fly 30'; Act 1d20+2d16 (claws); SP piercing tail (if all melee attacks hit same target, tail does additional



1d10 damage), seducing whisper (twice per encounter, target makes DC 14 Will save or disrobes and stands helpless 1d3 turns), demon traits (infravision, darkness (+4 spell check), half damage from non-magical weapons and fire); SV Fort +4, Ref +4, Will +4; AL C.

Dragon Farts (p. 58: WSchl): A bottle of noxious gas. If opened, all within 3' suffer 1d4 points of temporary Stamina loss.

Flesh Gouger (p. 49: FSwmp): steel, razor-sharp ice-cream scoop doing 1d5 damage. On a crit, it does +1d5 damage in addition to critical hit table effects. On a fumble, the wielder takes +1d3 damage, in addition to any fumble effects.

Fungus Gun (pp.

69, 72, 73: DMz): a one-handed, long-barreled gun that fires organic projectiles over ranges of 50/75/100 feet for 1d3 damage. The target must make a DC 14 Fort save or become a mushroom man (see above) in 2 rounds (2d6 additional damage if save successful). When found, the gun has 1d6+3 projectiles. Unless the wielder has previous experience with firearms, she is untrained with the fungus gun, and suffers a -1d penalty to her action die. Note that on a fumble, the wielder must make a DC 15 Reflex save, or she is hit by the projectile.



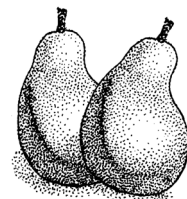
Goblet of Desire (pp. 67, 70:

DMz): One who drinks from the goblet becomes incredibly attractive and persuasive (+2d bonus to Personality checks that involve trust, persuasion, or negotiation; +1d to spell checks involving charm effects). The imbiber also bestows a +2d bonus to morale checks for hirelings. Each day the imbiber must make a Luck check; if they fail, they are annoyingly accosted by either someone romantically desirous of the PC, or someone who begs the PC to take charge of a problematic situation. These effects last for 1 year. The goblet disappears for 30 days after someone drinks from it.



Golden Manna Fruits (p. 67:

DMz): Pear-like gold-skinned fruit. Eating it restores any temporary Strength or Stamina damage that was not caused by poison. Squeezing



ITEMS

an entire fruit's juice into the mouth of a bleeding-out PC heals 1 HD worth of hit points, and the saved PC does not suffer the usual permanent Stamina loss.

Grimfang's Warhammer

(pp. 116, 122, 124: GIS): This weapon of Chaos may only be effectively wielded by those with superhuman strength (Strength modifier of +5 or greater). For man-sized weaklings, it is a two-handed weapon wielded with a -5d attack penalty, which is reduced (or increased) by the wielder's Strength modifier. For example, a warrior with 18 Strength receives a -2d attack penalty. The hammer is solid green mithril, with



tentacle embellishments on the shaft, puncturing spikes on the striking surfaces, a troll-eyed, tentacled beast (the Elder god Shub-Niggurath, see above) on one side of the head, and Yidhra's symbol, the Eyes of Darkness, on the other. It has the following properties:

- +3 chaotic mithril warhammer (2d7+3 damage, including bonus)
- Possesses a 19 Intelligence and speaks telepathically. Knows the languages of trolls, giants, elves, and Chaos, as well as Common and Undercommon. Prefers to communicate in Trollish.
- Trollish Beautification: Any elf struck by the hammer must make a Fortitude save with DC equal to the damage inflicted. Failure results in all elven features (facial, stature, etc.) being replaced by trollish ones.
- Boom!-a-rang: If the hammer is successfully thrown at an elf, a 20' radius fireball erupts on the point of impact, inflicting 10d6 damage (DC 15 Reflex save for half). The hammer unerringly returns to the thrower's hand.
- Share the Love: The wielder takes half damage from all melee, missile, breath, and spell attacks. The other half of the damage is redirected to a random target (friend or foe) within a 20' radius of the wielder.
- Royal Feytality: The hammer's strongest

desire is to slay elven leadership and royalty, with the eventual destruction of the King of Elf-land.

- Summon the Elder God: The wielder may attempt to summon Shub-Niggurath (see above) by rolling a spell check of at least 32. Non-casters roll a d10, and Grimfang's bloodline rolls a d30. Spellburn is allowed for all classes; in fact, the hammer encourages it. If the wielder fails, he takes damage equal to the difference between 32 and his check (e.g., an 18 spell check results in 14 points of damage). If he succeeds, the Elder god must do his bidding for one round, after which the deity receives a Will save (DC 32, and the Shub-Niggurath has +30 to Will saves). If the save is made, the Elder god punishes the summoner (50% chance) or a random target for 1 round before disappearing. If the save is failed, the deity does the wielder's bidding for one more round, and disappears.

Grimtooth Cigar (pp. 46, 48: FSwmp): Sweet-smelling stogie that repels normal insects (not monstrous ones). Insect swarms do not attack a PC that distinguishes herself with the smoky aura of a Grimtooth cigar. The stogie burns for one hour. Unfortunately, crokkmen consider the smoke to be vile pollution. When the cigar goes out, the smoker must make a Luck check. If he fails, 1d6 crokkmen tracked the PC and attack.

Grimtooth's Bucket of Holding

(p. 49: FSwmp): This large lidded bucket weighs 10 pounds, and holds whatever can be fit into it, up to 1000 pounds. Live creatures placed inside the bucket enter a form of spatiotemporal stasis, and are angry and aggressive when removed. Retrieving an item is dangerous; a PC may try to retrieve 1 item per round, and this act causes 1d6 interdimensional damage. The PC must make a Luck check with 1d100. If he rolls equal to or less than his Luck score, he retrieves the desired item. If his roll is less than 10 points above his Luck, then he pulls out a random item that is not what he intended. Otherwise, nothing is found. Note that the Tongs of Removal (see below) can safely remove any desired item from the bucket.



Grimtooth's Mithril Battle Armor (p. 123: GIS):

AC +14 (+5 full plate and +1 shield); check penalty -1; no speed penalty; fumble die d8.

The armor is sized for Grimtooth (will not fit PCs shorter than 7') and bestows the following benefits according to each piece worn:



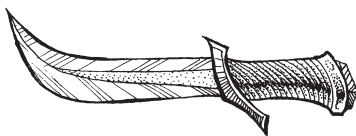
- Full open-faced helmet (gladiator style): immunity to critical hits.
- Curiass (Back and Breast): 75% chance to negate any magic spell cast at the wearer.
- Vambrace (lower arm): +1d to Strength checks.
- Rerebrace (upper arm): +1d to melee attacks.
- Chausses, cuisses, and poleyns (full leg protection): ignore first 20' of falling damage.
- Metal gauntlets: 50% to block any incoming mundane missile (arrow, sling stone, etc.).
- Round Spiked Shield: grants additional shield bash attack with d14 action die, 1d8 damage.

Grimtooth's Universal Antidote (p. 48: FSwmp):

A single purple pill that allows another saving throw for a poisoned victim, but this time the victim may roll a 1d100 for her save. If the save is successful, the victim is immune to the neutralized poison for 3d6 days.

Magic Flensing Knife (p. 49: FSwmp):

A large dagger which does 1d5 points of damage, and is treated as magical when used against targets with immunity to mundane weapons. If stabbed into a non-living target, the knife flenses the target's body 9 square feet per round. The blade performs similarly against un-dead creatures, and does 1d5 damage per round once inserted; a victim must pass a DC 14 Reflex save to remove it. If the bearer fumbles while wielding the knife, however, it will begin flensing him.

**Noni Berries** (p. 46: FSwmp):

These green berries produce time-stopping results when fed to kiwi time snitchers (see Creatures appendix). If a PC eats a berry, he sees everything slowed slightly for a short time. For 1d3 rounds, he gains a +1d bonus to all rolls. When the effect expires, he must make a DC 14 Will save or suffer a -1d penalty to all rolls for the same duration, as he adjusts to everything appearing faster. Eating a noni berry while under the influence of another can be fatal: DC 16 Fort save or die.

**Pacification Potion** (p. 45: FSwmp):

This potion forces a DC 14 Will save, or the imbiber loses all aggressive tendencies for 1d3 hours. If a mundane (not monstrous) animal drinks, it falls asleep if it fails the save.



Pictsie Paint (p. 45: FSwmp): A rigor-mortis-blue paint to cover the skin. Applied to the entire body, it adds 1 to AC, +1d to Fortitude saves, and provides damage reduction of 1 point from non-magical sources. Effects last for 3d3 hours.

Self-Fighting Quarterstaff (p. 66: DMz): This legendary magical weapon attunes itself to a single wielder, until that wielder dies. The staff's lucky owner simply chooses a target within 30', and the staff floats through the air and attacks as if wielded by the owner (primary action die and attack and damage bonuses apply, but mighty deeds of arms, critical hits, and fumbles are not possible). The weapon does 1d5 damage. If the staff's opponent is defeated or flees, the weapon drops to the ground. The owner must pick it up to command it to attack a new target; note that others may pick it up, but it does not respond to their commands. The staff is destructible, and may be targeted by opponents (AC 18). Whenever it is successfully attacked, it gains a blemish (notch, dent, etc.). After 12 such blemishes, it is destroyed. When the weapon is found, it already has blemishes equal to 2d3 minus the new wielder's Luck modifier. It may also be destroyed with 30 points of magical fire damage, or via a DC 23 Strength check.

ITEMS

Super Healing Plant Extract

(p. 123: GIS): This potion transforms the imbiber into a human-sized plant creature with healing properties (DC 14 Fortitude save or transformation occurs in 1d4+2 turns). If PC fails the save, his body becomes broccoli-like, with his feet rooting into the ground and hands and arms becoming branches. The PC's mind is maintained, and may be reached via magical or supernatural means. If a piece of the PC is eaten, then it restores 1d6 hp to the consumer, and the PC takes the equivalent amount of damage. With adequate watering and sunlight, the PC heals 1d4 hp per day. Only supernatural intervention, divine aid, or a 32 spell check with *cure paralysis* will restore the PC's body.



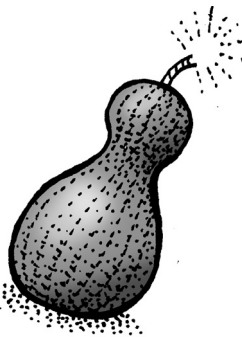
Super-Climbing Vine Seeds

(p. 67: DMz): A small, fingernail-sized seed that sprouts a vine which rises up to 24 feet in the air. Growth takes a full minute (6 rounds), so combat use is often impractical. The vine lasts 1d3 hours, and is easy to climb (DC 5). Unfortunately, it only supports the weight of roughly one human plus one halfling. If one or more climbers exceed the vine's carrying capacity, all must succeed on a Luck check or the vine breaks and dies.



Swamp Bomb

(p. 46: FSwmp): A hand-thrown gourd that explodes upon impact. This Pictsie invention is usually black or gray with red markings. When it hits a target or the ground, the bomb bursts into a small fireball doing 2d6 fire damage in a 10' radius; DC 14 Reflex save to avoid damage. The gourds are awkward to throw, and have ranges 30/60/90; a fumble results in an explosion centered on the wielder. If a PC carrying bombs takes falling damage, the judge may impose a Luck check to see if some explode.



Swamp Galoshes (p. 48: FSwmp): Rubber boots with a minor enchantment that levitates the wearer just above the surfaces of water, quicksand, etc. They also provide a +1d bonus to saving throws vs. electrical effects. They automatically teleport to the Swamp Shack when their rental period expires.

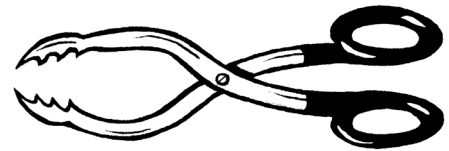
Syrup of Eternal Youth

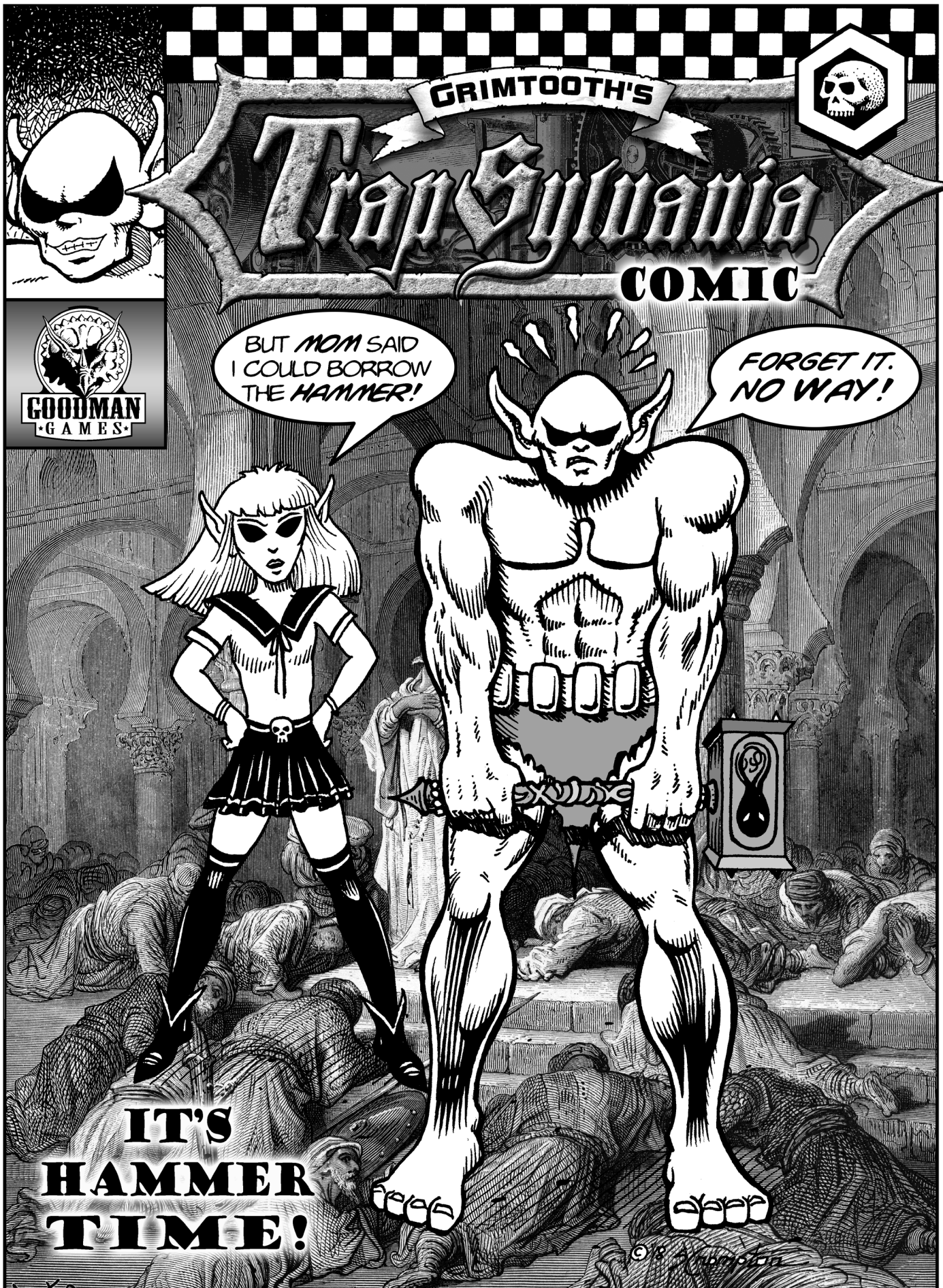
(p. 66: DMz): This sappy syrup stops the imbiber's aging process. She retains all other vulnerabilities, such as disease, poison, weapon damage, magic damage, etc. Long-lived beings, such as faeries, dragons, demons, gods, intelligent un-dead, etc., recognize the affected PC as "impure" and are negatively biased toward her (-1d to PC's Personality checks, invoke patron, divine aid, etc.). A PC who bleeds out but succeeds her recovering the body check is no longer affected by the syrup.



Tongs of Removal

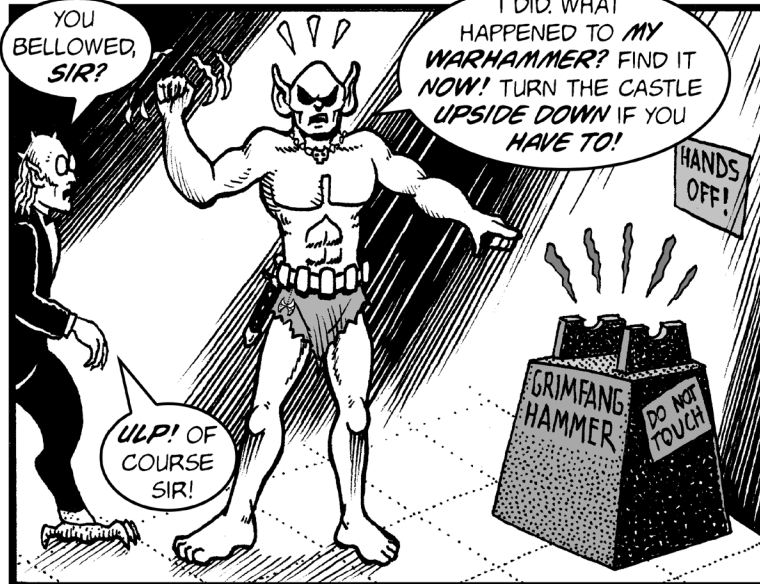
(p. 49: FSwmp): These magical tongs allow the wielder to remove a desired item that is stored in the bucket of holding (see above) without error or injury. They may be wielded as a magical club, doing 1d4 points of damage.





IF I HAD A HAMMER...

IT'S ANOTHER FINE DAY IN *TRAPSYLVANIA*...

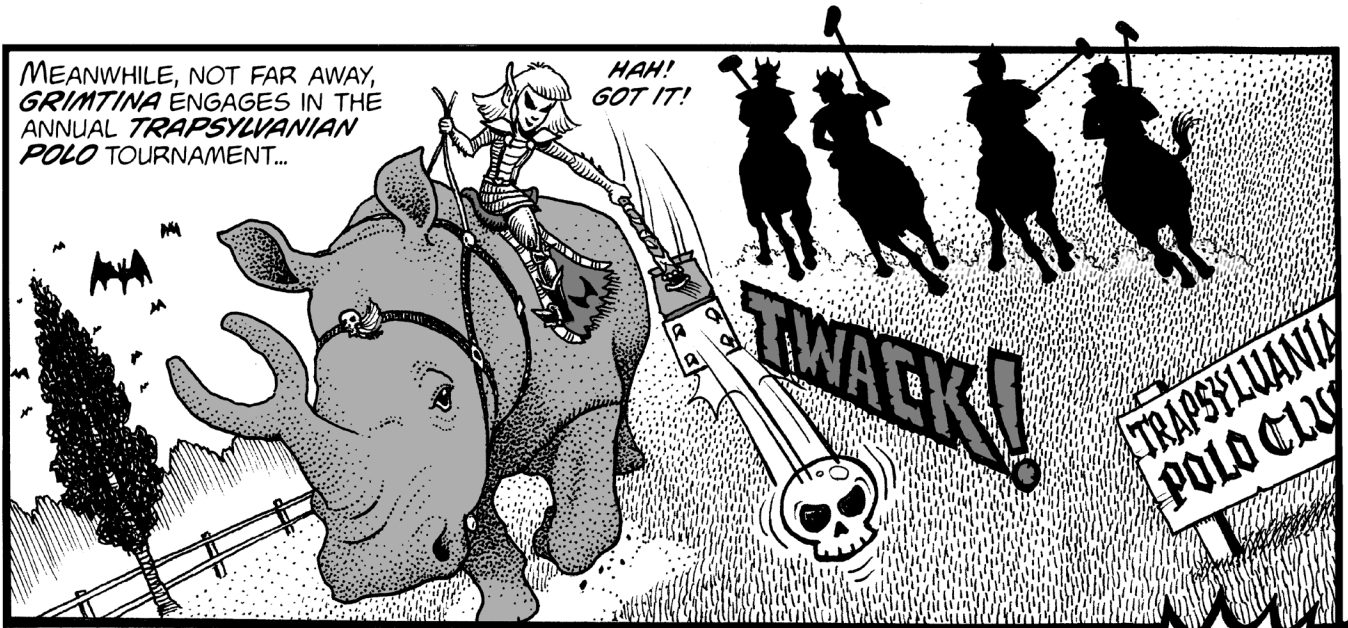


THE SEARCH OF THE CASTLE IS ON!



MEANWHILE, NOT FAR AWAY,
GRIMTINA ENGAGES IN THE
ANNUAL *TRAPSYLVANIAN*
POLO TOURNAMENT...

HAH!
GOT IT!

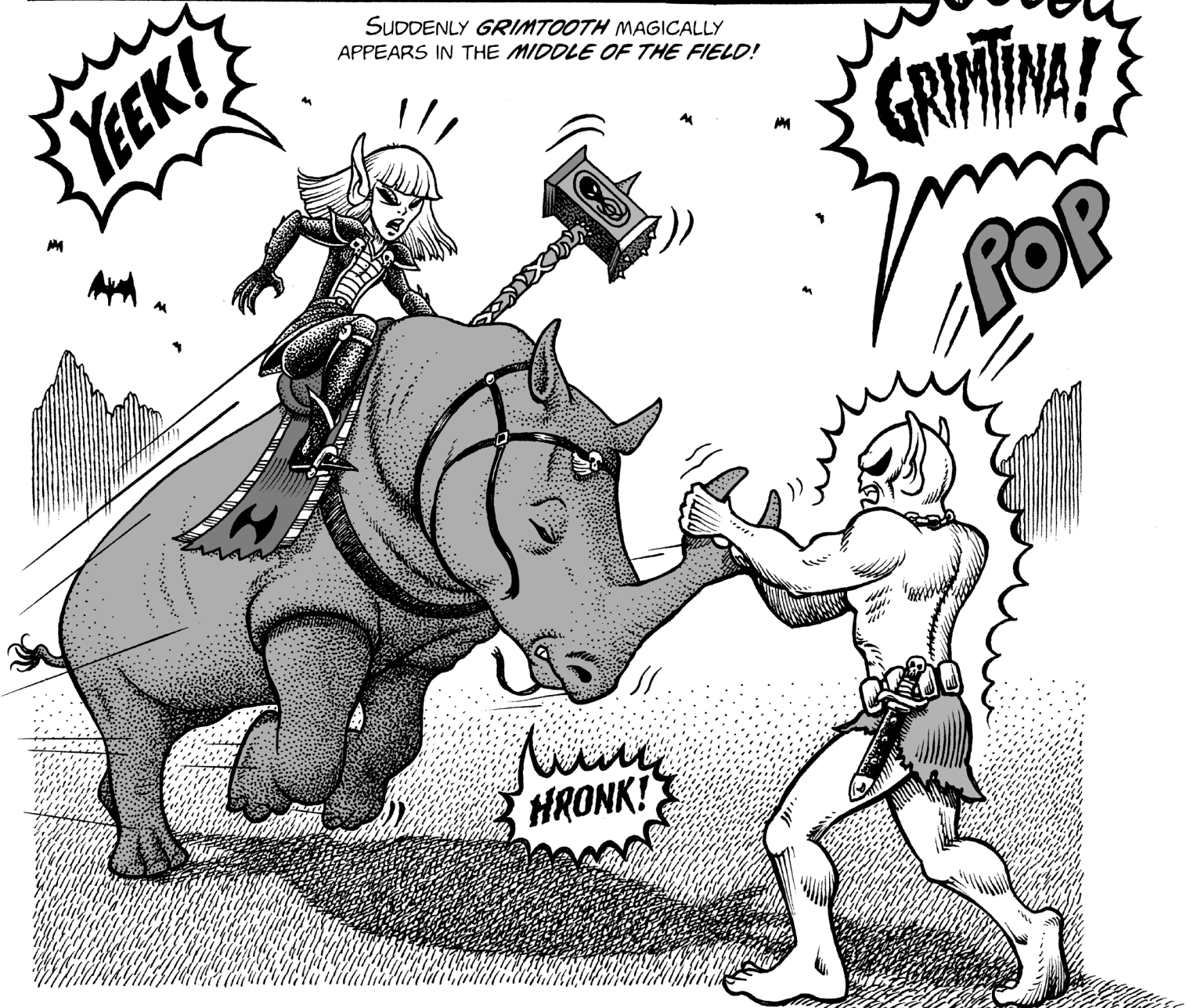


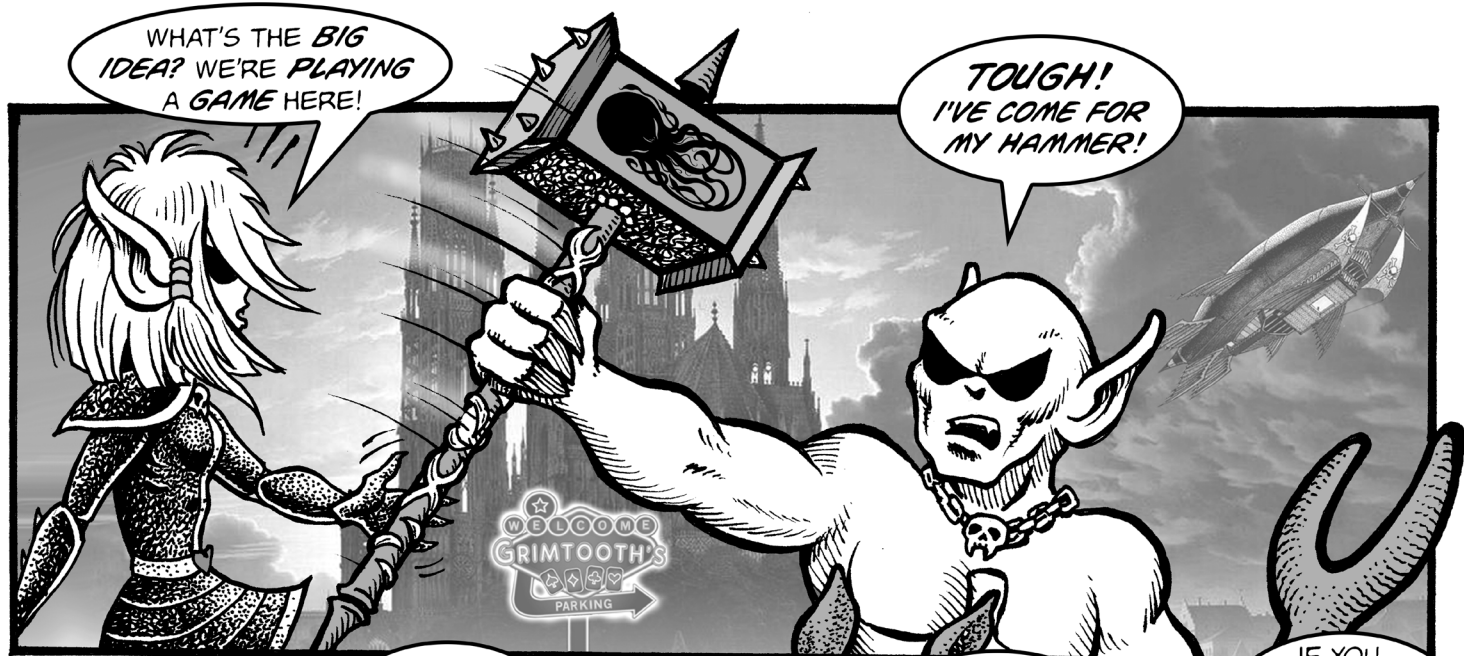
SUDDENLY *GRIMTOOTH* MAGICALLY
APPEARS IN THE MIDDLE OF THE FIELD!

YEEK!

GRIMTINA!

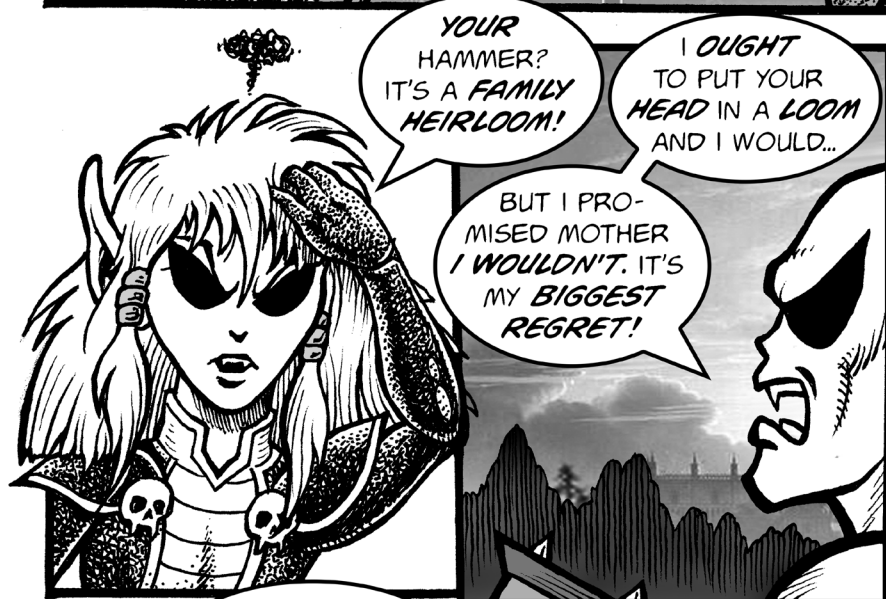
POP





WHAT'S THE **BIG** IDEA? WE'RE **PLAYING** A **GAME** HERE!

TOUGH!
I'VE COME FOR MY **HAMMER!**



YOUR HAMMER?
IT'S A **FAMILY** HEIRLOOM!

I **OUGHT** TO PUT YOUR **HEAD** IN A **LOOM** AND I WOULD...

BUT I **PROMISED** MOTHER I **WOULDN'T**. IT'S MY **BIGGEST** **REGRET!**

WHAT'S SO SPECIAL ABOUT THAT **SILLY** OL' **HAMMER** ANYWAYS?

IF YOU ONLY **KNEW**, MAYBE ONE DAY I'LL **SHOW** YOU.*



NEEDLESS TO SAY, IT'S **FAR TOO DANGEROUS** TO BE USED FOR YOUR **SILLY** GAMES.



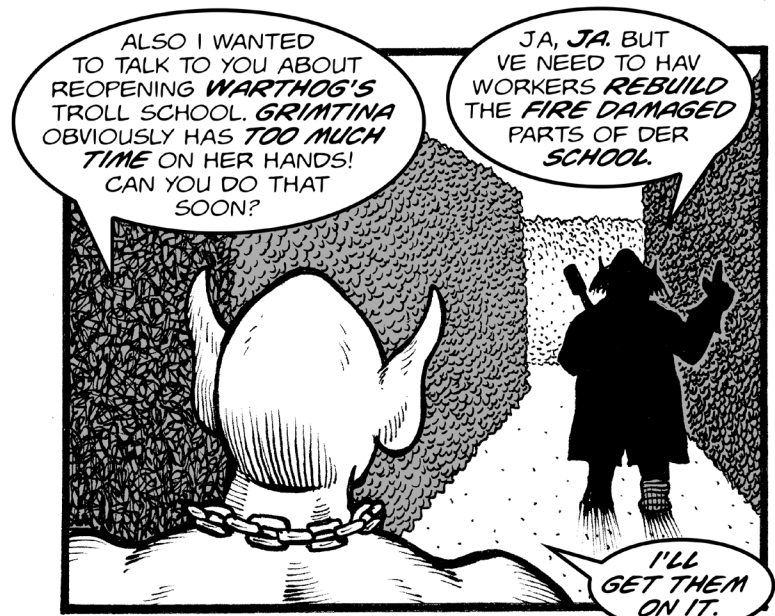
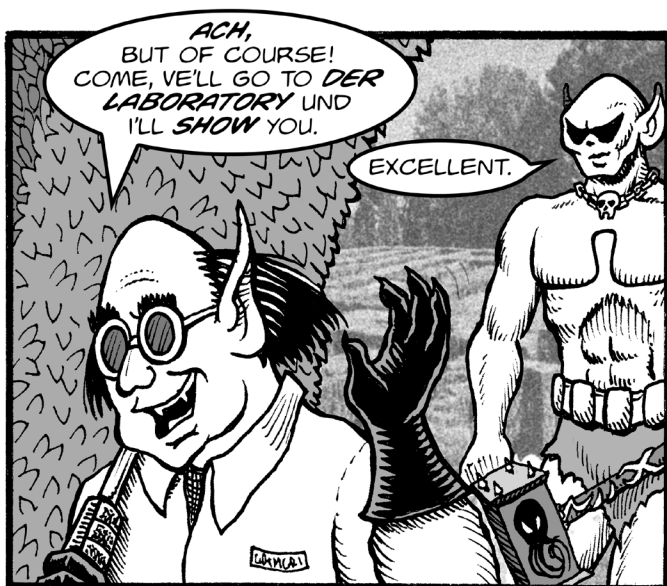
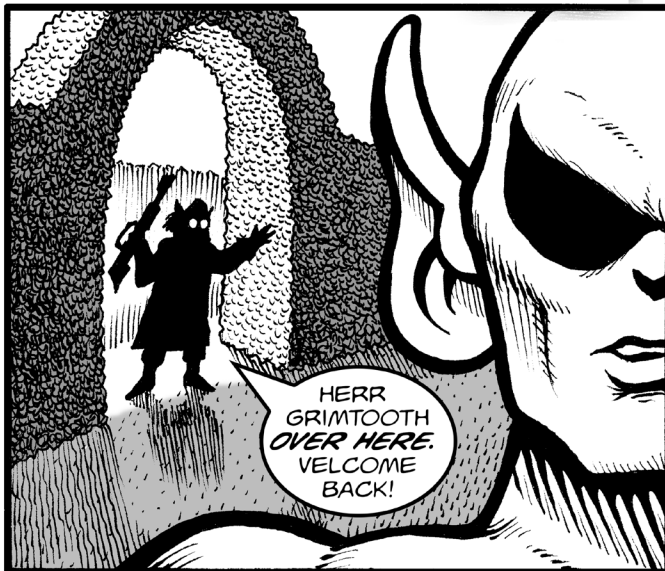
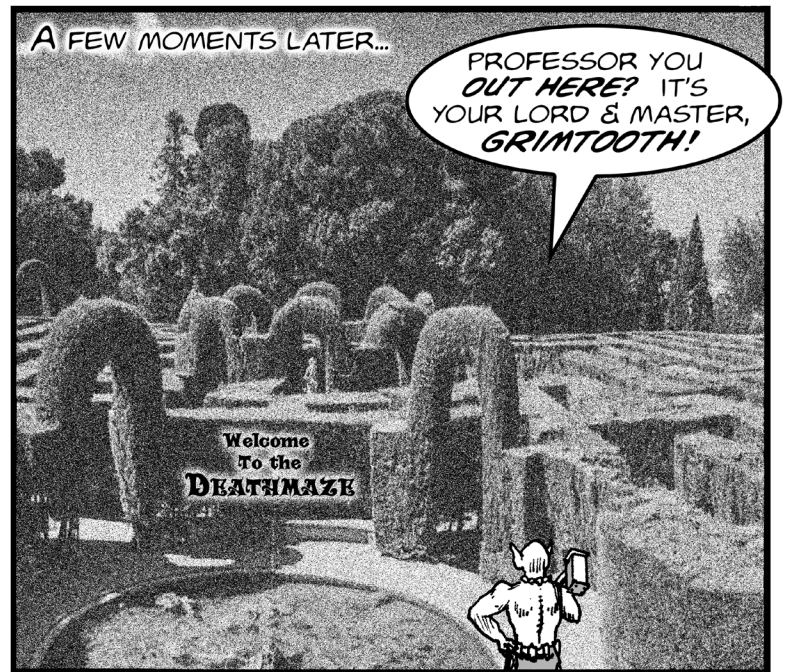
SILLY? THIS WAS THE **SEMI-FINALS** AGAINST THE **CENTAURS!**

UHH, DO ANY OF YOU HAVE AN **EXTRA** **MALLET?**

I'LL TELL THE **GROUNDSKEEPER** TO **BULLDOZE** THIS FIELD AND PUT UP A **PARKING LOT** TOMORROW...



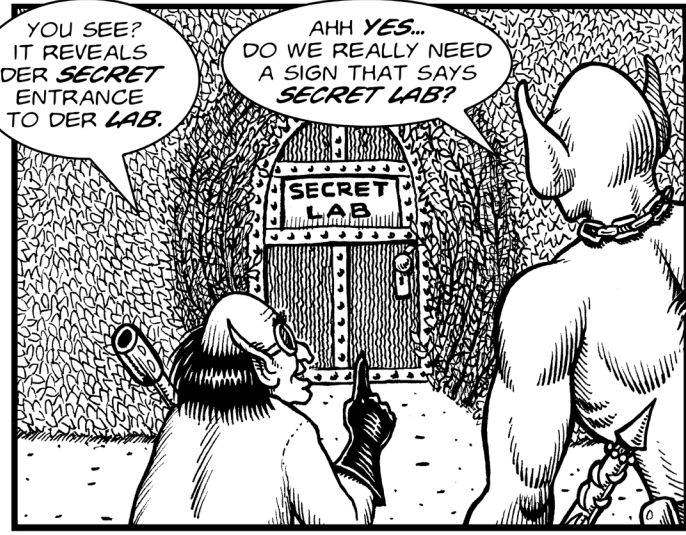
*SEE THE INSIDE BACK COVER FOR WHAT THE **HAMMER** CAN DO!





AN
ATTACK!

NEIN,
DER HEDGE
IS OPENING
FOR US.



YOU SEE?
IT REVEALS
DER *SECRET*
ENTRANCE
TO DER *LAB*.

AHH YES...
DO WE REALLY NEED
A SIGN THAT SAYS
SECRET LAB?



VELL, WE
DO HAVE *OTHER*
DOORS TO MORE
DANGEROUS
PLACES!

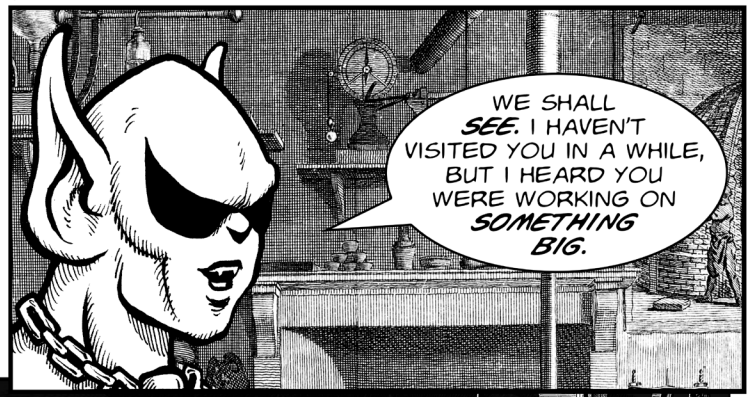
DON'T
VANT TO
OPEN DER
WRONG
ONE!



INSIDE THE LAB...

THIS BETTER
BE *GOOD* PROFESSOR,
I'VE ALREADY WALKED
FURTHER THAN I'D
PLANNED.

NOT TO WORRY
HERR GRIMTOOTH
YOU *VILL* BE
PLEASED.

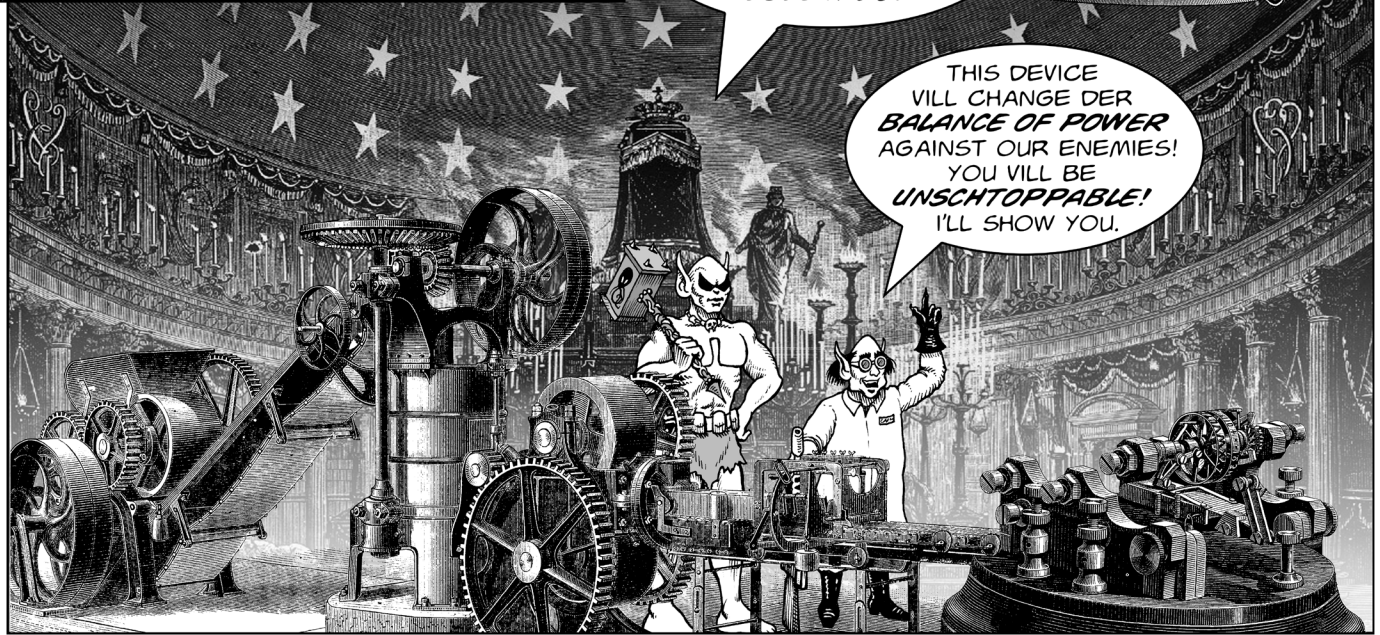


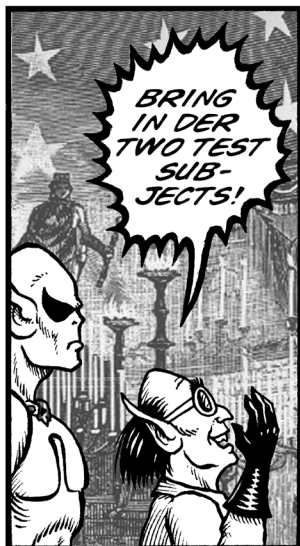
WE SHALL
SEE. I HAVEN'T
VISITED YOU IN A WHILE,
BUT I HEARD YOU
WERE WORKING ON
SOMETHING
BIG.

THE TWO OF THEM ENTER
A LARGER CHAMBER AND
BEHOLD A STRANGE MACHINE...

WELL ITS
CERTAINLY *IMPRESSIVE*
LOOKING PROFESSOR,
BUT WHAT THE *HELL*
DOES IT *DO*?

THIS DEVICE
VILL CHANGE DER
BALANCE OF POWER
AGAINST OUR ENEMIES!
YOU VILL BE
UNSCHTOPPABLE!
I'LL SHOW YOU.





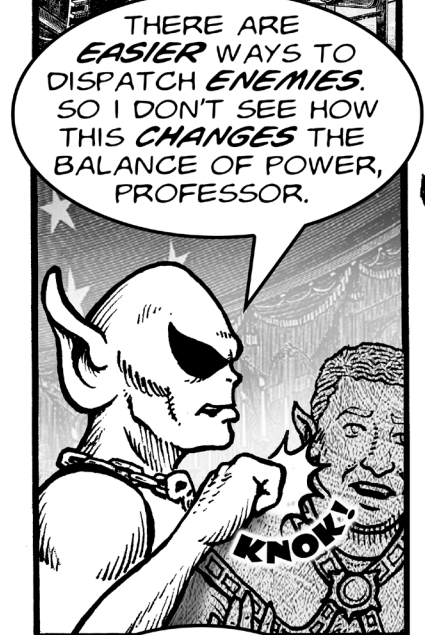
EMPEROR GRIMTOOTH? THERE'S BEEN SOME KIND OF MISTAKE. I'M AN AMBASSADOR FROM ELVENDALE, HERE ON A DIPLOMATIC MISSION!

I JUST GOT LOST. I WAS LOOKING FOR THE PETTING ZOO...



I OBJECT TO THIS ENTIRE...





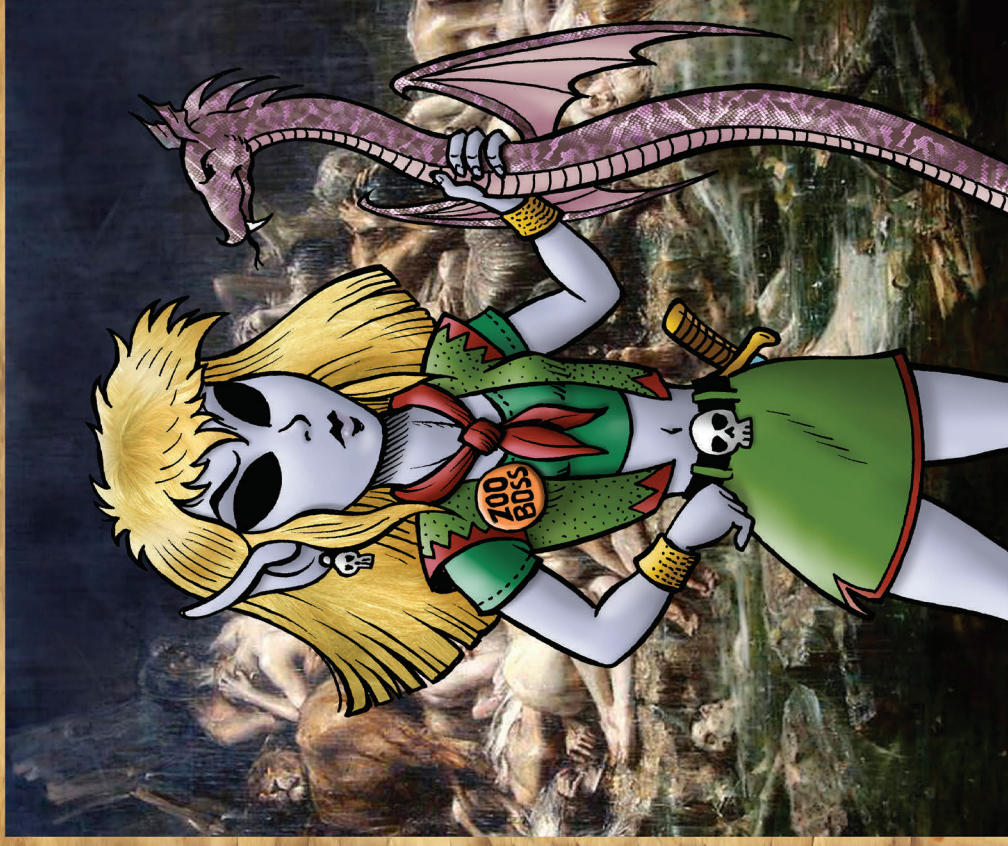
NOW YOU'VE SEEN A *TYPICAL* AFTERNOON FOR ME HERE IN *TRAPSYLVANIA*. DON'T WORRY ABOUT THE *TWO TEST SUBJECTS* - I HAD THEM PLACED ON THE *FRONT LAWN* OF MY CASTLE AND THEY MAKE *GREAT DECORATIONS*!

**THE
END!**



GRIMTOOTH THE TROLL

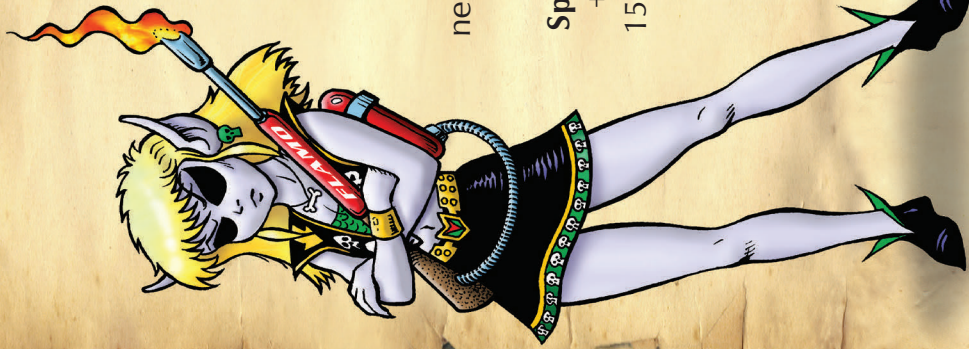
Supreme ruler of Trapsylvania, Troll clan leader, inventor, mage and engineer of the world's greatest dungeon traps. A mega-level character, be careful what you say to him, as Grimtooth is likely to kill or torture anyone that annoys him, and he has the power to make his threats a painful reality!



GRIMTINA THE TROLLENE

Mythical animal conservationist, Fashion Maven, Femme fatale-in-training, Grimtooth's annoying kid sister; Grimtina is all these things & more. She spends most of her time running her Petting Zoo and making mischief all over Trapsylvania. She is just a likely to stab you as help you, so be careful!

GRIMTINA THE TROLLETTE



Init SP (delays until attacked); Atk chainsaw +21 melee (10d10); AC 41; HD 10d30+100; hp 255; MV 30'; Act 1d20; SP invulnerable to damage, immune to magic; SV Fort +17, Ref +25, Will +15; AL C. Find more info about **Grimtina** on pp. 28, 37, 57, 84, & 149.

She often has Spike the Grimdog nearby. Spike was created by Yidhra when Grimtina was just a toddler.

Spike the Grimdog: Init +15; Atk bite +10 melee (8d10+8) or pounce (DC 15 Fort save or fall prone); AC 23; HD 20d8+10; hp 65; MV 50'; Act 2d20; SP immune to magic; SV Fort +15, Ref +17, Will +14; AL L.



Most likely found at:



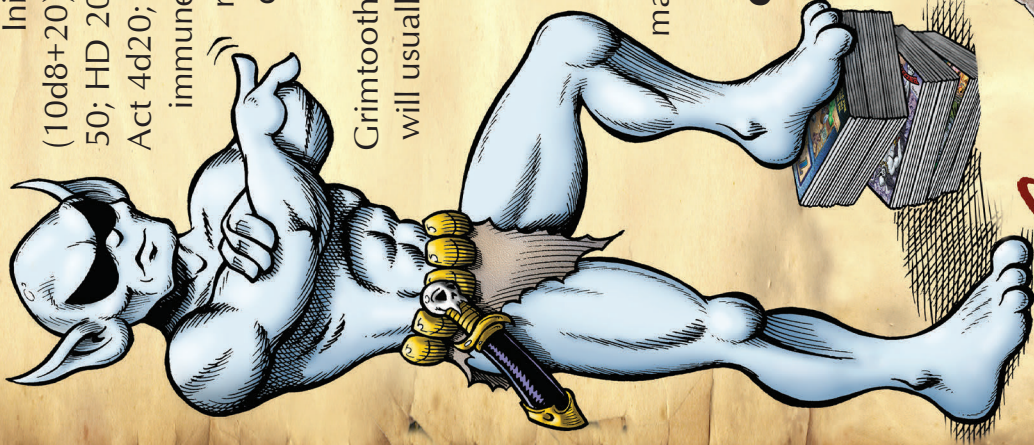
★ Grimtina ♡
♡ ★

GRIMTOOTH THE TROLL

Init +25; Atk spear +30 melee (10d8+20) or chaos bolt (special); AC 50; HD 20d30+100; hp 420; MV 50'; Act 4d20; SP invulnerable to damage, immune to magic, chaos bolt (100' range, DC 25 Reflex save or disintegration); SV Fort +39, Ref +34, Will +31; AL C.

Grimtooth is immensely powerful and will usually have various nearby traps and magic items he can use to help him fight or escape, should anyone be foolish enough to attack him directly. He also has many guards he can summon.

Find more info about **Grimtooth** on pp. 6, 75, 84, & 114 (and elsewhere.)



Most likely found anywhere in:

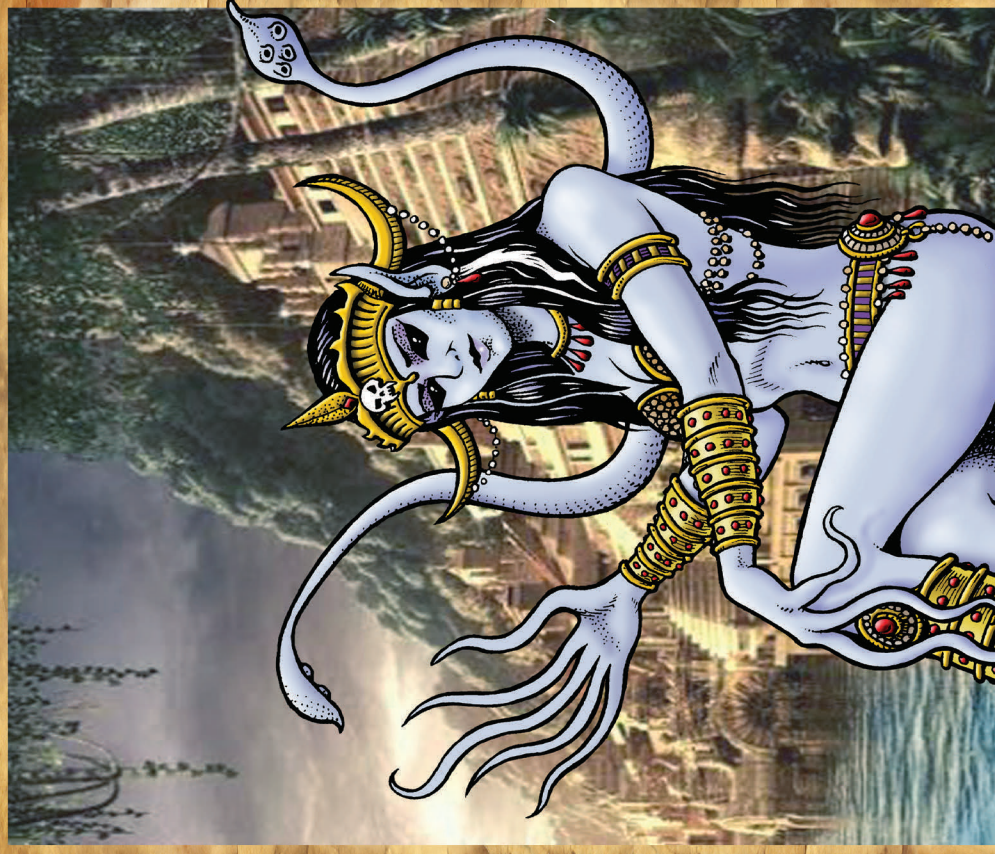


Grim



PROFESSOR GROODNI

In charge of research and testing at the outdoor Death Maze, he is Grimtooth's best and most trusted inventor. He specializes in biological and organic-based traps and creatures. Groodni is often called the "Mad Dwarf."



YIDHRA

Goddess of dark dreams, mother to Grimtooth & Grimtina. Eternal protector of the vault located deep below Trapsylvania. Dangerous.

YIDHRA - DREAM GODDESS

Init +20; Atk long dagger +25 melee (1d6+15) or sleeping glance (special) or illusory reality (special); AC 30; HD 15d30+100; hp 333; MV 50'; Act 3d20; SP enchanting fighter (DC 18 Will save per round in order to attack Yidhra, otherwise distracted by her movements), invulnerable to damage, immune to magic, sleeping glance (line of sight, DC 30 Will save or supernatural sleep for 2d3 days), illusory reality (line of sight, DC 30 Will save or target experiences with all senses whatever "reality" Yidhra wills, one save per hour), interdimensional teleportation; SV Fort +31, Ref +37, Will +41; AL C.

Find more info about **Yidhra** on pp. 32, & 39-42.

*Most likely found at:
the Temple in the Zoo*

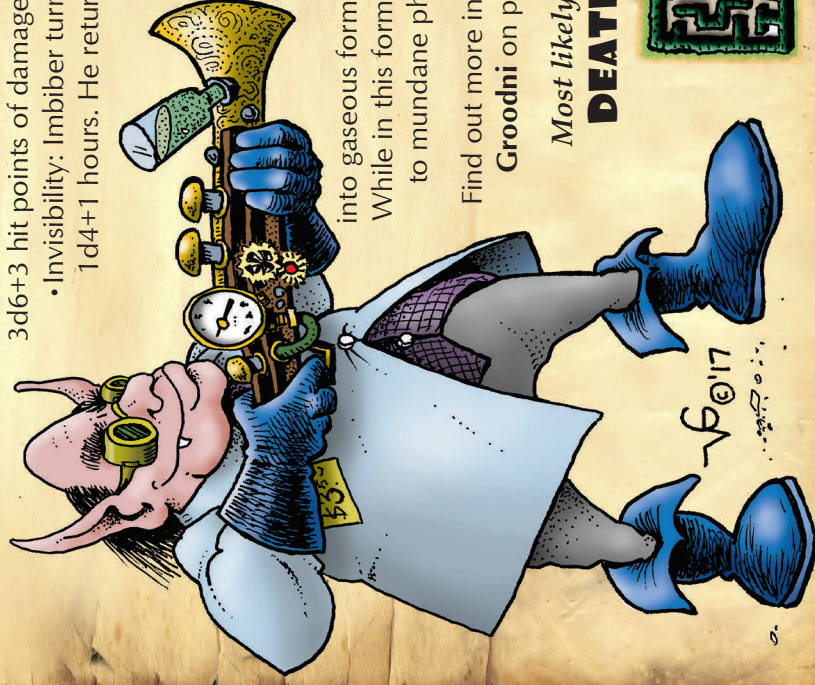


PROFESSOR GROODNI

Init +4; Atk handaxe +8 melee (1d6+1) and fungus gun +7 missile fire (1d3 plus fungal growth, range 100'); AC 18; HD 8d10+16; hp 64; MV 20'; Act 2d20; SP fungal growth (DC 14 Fort save or become a mushroom man (see Appendix 1: Creatures, above) in 2 rounds; 2d6 additional damage if save successful), infravision, disemboweling crit (crits on 19-20 with handaxe, DC 12 Fort save or die in 1d6 rounds; 2d12 damage if save successful), werewolf-repelling silver amulet, map of Death Maze, potions (1 of each, see below); SV Fort +7, Ref +4, Will +7; AL N.

- Extraordinary healing: Imbiber heals 3d6+3 hit points of damage immediately.
- Invisibility: Imbiber turns invisible for 1d4+1 hours. He returns to visibility if he attacks.

- Gaseous form: Imbiber transforms



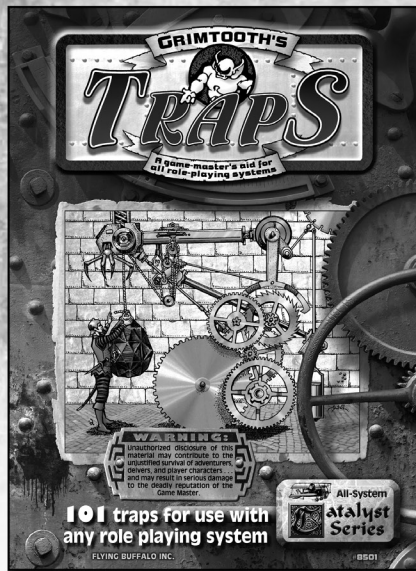
into gaseous form for 1d4 turns. While in this form he is immune to mundane physical attacks.

Find out more info about **Prof. Groodni** on pp. 66, & 71-73

Most likely found in the
DEATHMAZE



GRIMTOOTH TRAPS BOOKS:

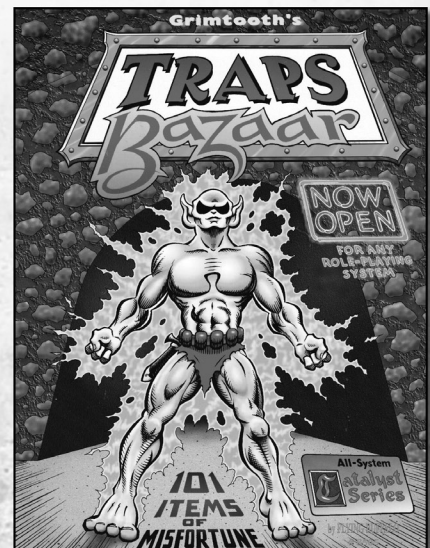
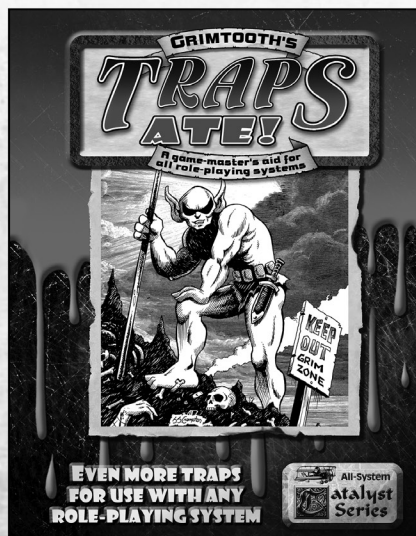
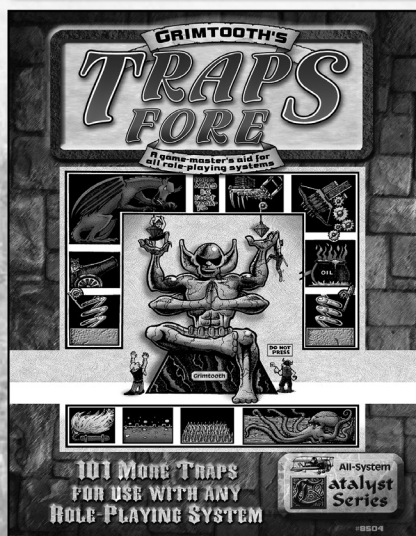
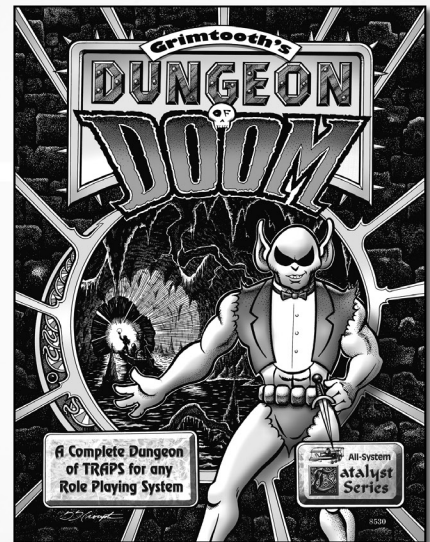
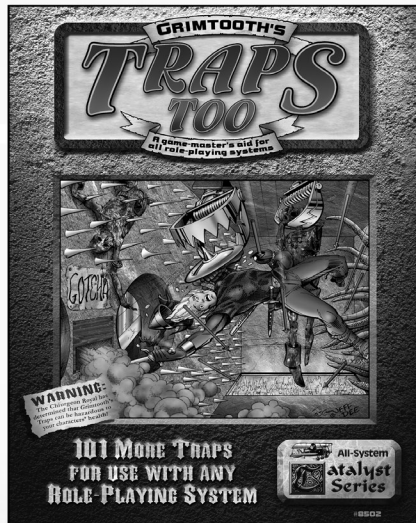
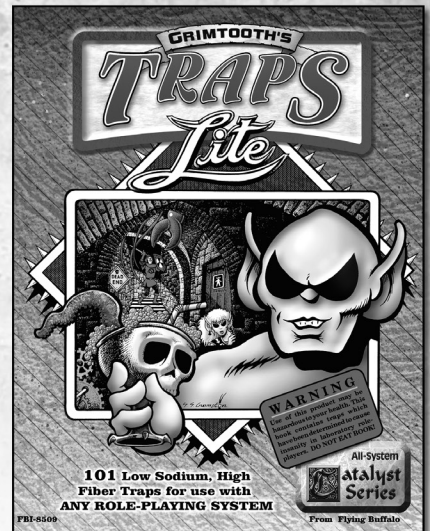


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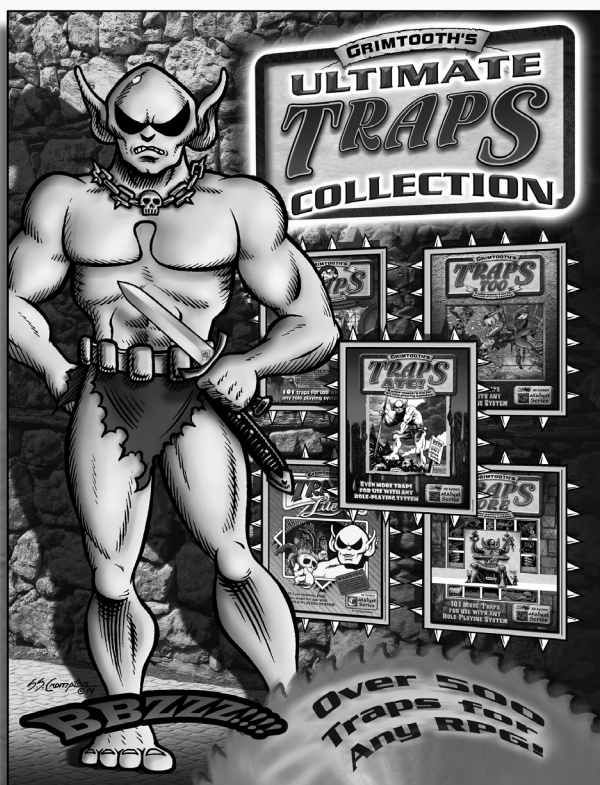


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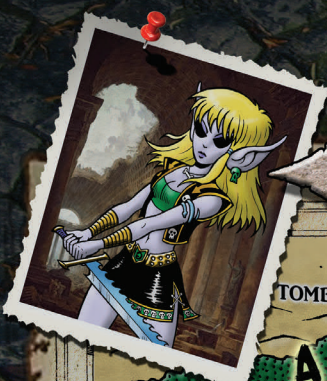
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