

A Level 4 DCC RPG Adventure by Grimtooth
As told to Ken St. Andre & Steven S. Crompton



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INTRODUCTION: A MEETING WITH GRIMTOOTH



Repsylvania is a small kingdom ruled over by Grimtooth the Troll, the world's most famous creator and designer of traps and delver killers. The party can travel accidentally into this realm via a mountain trail. After traveling in for a mile or so, they will be confronted by a large contingent of troll and orc soldiers and are soon captured. After being questioned and because they put up a good fight, the party is taken to Grimtooth's castle and are soon escorted to a large finely decorated room with a huge ebony desk in the center of it. Sitting in an opulent golden throne sits Grimtooth. Some of the adventurers may have heard of him as a figure of legend, never thinking they would meet this icon of destruction. Grimtooth leans back in his chair and takes a long look at the motley crew, as if sizing them up.

Finally he puts his hands on the table and speaks. "I have recently captured an old elven warrior who was at the last battle my father fought. The elf's mind was shattered and he only remembers fragments of that event. Torture had little effect in coaxing any memories from his demented state of being. Over time, though, and with the patience of the saints, my minions were able to obtain enough information from him before he died to get a fair idea as to what was done to my father's remains and his legendary warhammer.

"After further research I was able to locate where on the Plain of Tomb-Mee those pesky elves buried my father. We soon excavated the location and found the tomb's entrance."

Then Grimtooth slides a parchment map across the table to the leader of the group.

"Here's a map of where the tomb is located. I want your group to go forth into the Plain of Tomb-Mee, go to my father's resting place, and return with his warhammer. I would do this myself, but there is no doubt in my mind that the elves set the entire tomb to magically collapse should another troll or orc set foot in the place. They've done this before, so some other kindred will have to do the task if there is any chance of success. That's why I've chosen you lot. I think you might be up for the job. Bring me the hammer and 10,000 gold is yours to split, along with any additional loot you find that didn't belong to my father. The weapon I reserve for myself. Needless to say, that hammer means a great deal to me. My mother, the goddess Yidhra, built it especially for him – and as their son, it should be mine by all rights.

"Besides that, I will give you any supplies you might need to undertake the task at hand. You will also have free passage through my realm at any time in the future, once this is completed. So, are you interested in this venture, or shall I just put you in my traps testing facility as punishment for trespassing and attacking my troops?"

This is where the party can ask questions and perhaps even negotiate the offer from the Great Troll. He will be willing to up the reward and perhaps grant a few additional boons — but don't push him too far, or he'll just have them hauled away. If that is the case, pick one of the big traps from Grimtooth's Ultimate collection and throw the party into that. Maybe they can escape. If not, call it an early night.

Enterprising spellcasters may wish to petition the Great Troll to reward them with his patronage. Refer to *DCC#87.5: Grimtooth's Museum of Death* for Grimtooth's full patron details. Truly suicidal PCs may attack the Great Troll; if so, use the following stats for Grimtooth.

Grimtooth: 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.

If they accept his offer, Grimtooth says the following: "Excellent. You have all made the right choice. Take these papers. They will give you everything I have that might be of help to you." He slides over a bound leather envelope filled with maps and other information they'll need for the trip.

"Now go — and do not return unless you are successful!"

From here the group is given any additional supplies and equipment they might need (within reason) and they are escorted to the north, out of the lush valley of Grimtooth's castle through the Forest of Doom and on to the desert Plain of Tomb-Mee (see map).

Optional: If the judge wishes, NPCs can accompany the players to the tomb. These can consist of a few orcish guards or even include Grimtina or Grimtooth. None of them will enter the temple due to the trollish curse the elves have put on the tomb, but they will help the players get to the tomb and guard the entrance until the adventurers emerge to leave.

INSIDE THE LEATHER ENVELOPE

Along with a map of Trapsylvania and the Plain of Tomb-Mee, there are also some notes about the tomb itself and some biographical information about Grimtooth's parents, Grimfang and Yidhra. On the next few pages, we'll show you that material, which you should share with the adventurers.

Item #1: Partial Map of Trapsylvania (see page 4)

Item #2: Map of the Plain of Tomb-Mee, and note from Grimtooth on how to find it (see page 5)

Item #3: Letter from Grimtooth about his parents, Grimfang the Troll King & Yidhra, Goddess of Dark Dreams (see page 6)

Item #4: Portraits of Grimfang and Yidhra (see pages 7 and 8)

