GRIMTOOTH'S

TRAPS TOO

A game-master's aid for all role-playing systems

GOTCHA

WARNING: The Chiurgeon Royal has determined that Grimtooth's Traps can be hazardous to your characters' health!

101 MORE TRAPS FOR USE WITH ANY ROLE-PLAYING SYSTEM

All-System Catalyst Series

#8502

Grimtooth's
TRAPS TOO

a game-master's aid for all role-playing systems

A convenient catalog of condemnable calamities, ghastly glamours, distinctive disasters, and irreverent inconveniences, as well as an astonishing array of annoying misdirections and miserable misfortunes to spring on passing adventurers, explorers, tunnelers, delvers, and all manner of player characters...

in other words, The Troll is Back!

OK, HERE'S MY *BACK*. THAT'S ALL YER' SEEIN' OF ME ON *THIS* PAGE.

edited by
Paul Ryan O'Connor
Pat Mueller
Michael Stackpole

front cover by
Jeff Dee & Crompton

illustrated by
Steven S. Crompton

Flying Buffalo Inc.

ATTENTION:
The traps in this booket are designed for game purposes only.
Actual construction of these traps might prove harmful, and
such construction is strongly discouraged. Events depicted
in this book are imaginary, and should not be attempted by
a real person.

This book contains all the material from the Original Grimtooth's Traps Too, plus 9 pages
of descriptions of how to use these traps in the "Fudge" system, plus 7 pages of a new
Grimtooth Comic. Your comments and suggestions are welcome, especially about whether
or not you'd like to see more Grimtooth Comics or more Grimtooth Puzzles, or both. Email
your comments to me at rick@flyingbuffalo.com or postally mail them to the above address.
Rick Loomis

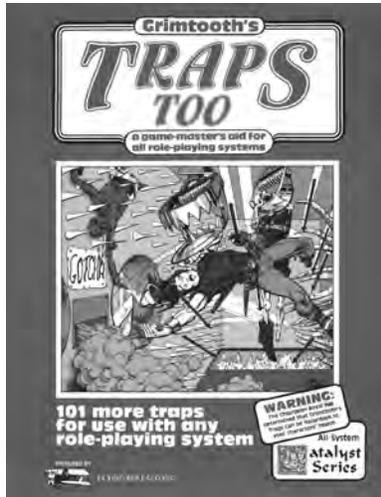Visit our web page at: WWW.FLYINGBUFFALO.COM
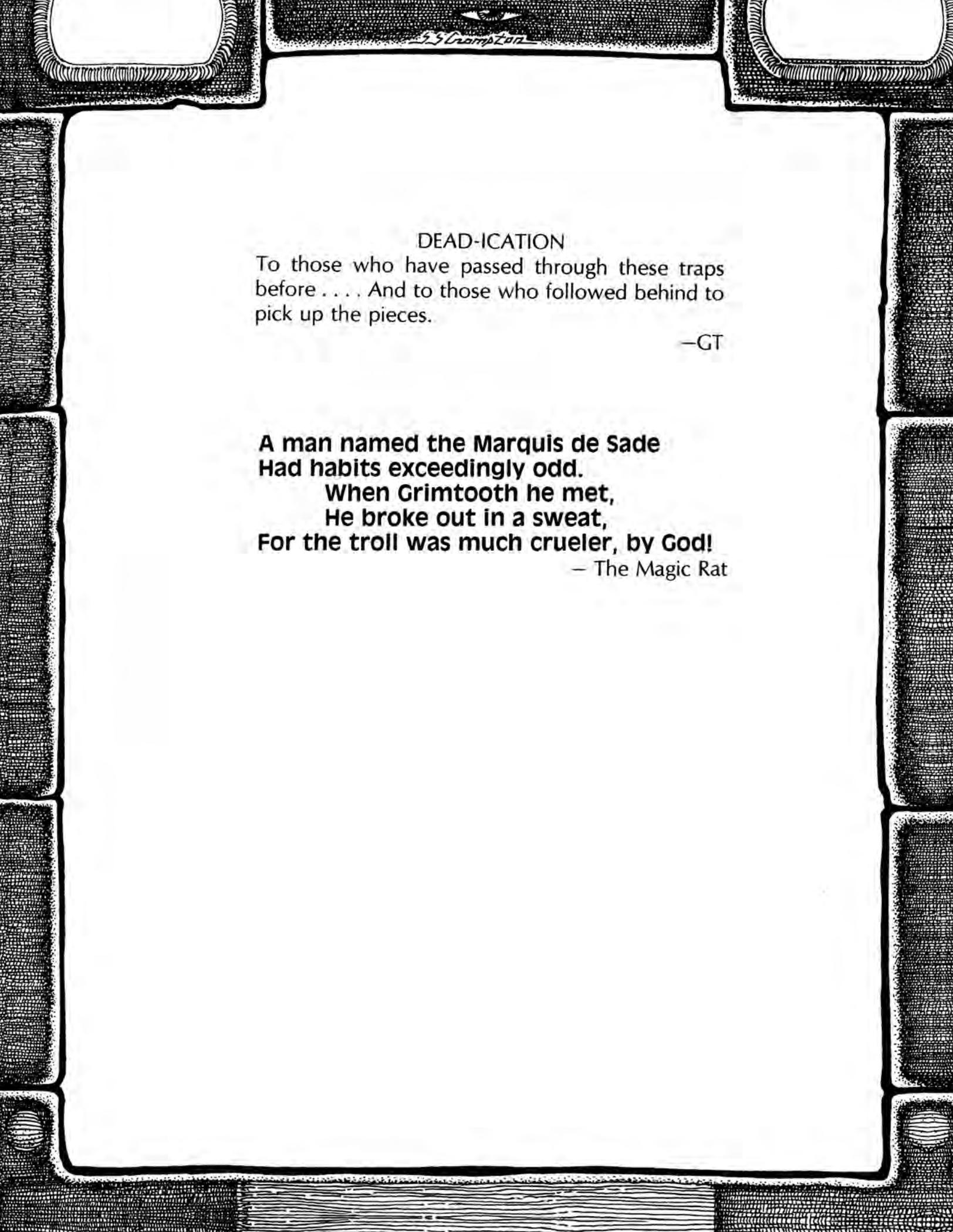
DEAD-ICATION

To those who have passed through these traps before . . . . And to those who followed behind to pick up the pieces.

—GT

A man named the Marquis de Sade
Had habits exceedingly odd.
    When Grimtooth he met,
    He broke out in a sweat,
For the troll was much crueler, by God!

— The Magic Rat

Original cover to Traps Too - 1982

A Word From Grimtooth

This volume really speaks for itself. Each trap is fully explained, without going into the specifics of game mechanics, and should be easy to understand. Each trap also has a Deadliness Rating, defined in skulls, located near it — the more skulls you see, the more deadly the trap is.

So why am I writing this? Because a few of you numbskulls out there still haven't caught on to what it means to be a Game Master. A GM doesn't slavishly follow *anything* — books, manuals, or edicts from On High — except his own bloodshot instincts. For the true Game Master, any reference work such as this can only be a guideline.

But a few of you haven't learned this.

Some of you wrote to me and said that you thought my traps were too deadly.

TOO DEADLY???!!!?

What's going on here? How can a trap be *too* deadly? Most of these traps, having been designed by mere mortals, *aren't deadly enough*.

All right, I'll accept the fact that some of you out there have twisted ideas about how to administrate a dungeon. Newfangled ideas about delvers escaping with their lives, and stuff like that. To each his own, I suppose. But if you're going to be a maverick, then you've got to blaze your own trails. Don't ask me to make my traps less deadly . . . change them yourself.

Now isn't that a fresh idea? Bet you can't find a rule for that in your hardbacks.

You see, these traps are now *yours* — you don't need special permission or a membership card to change them to your liking. Use your imagination. Use these traps any way you want to. I won't come after you if you do. But if I ever receive another letter about how my traps are too deadly, I'm going to hand some wimp his head. Is that clear, human worms? Grimtooth will not be bothered again!

And now, on to my book — the greatest tome ever written about Traps.

— Grimtooth

P.S. If you're wondering whatever happened to my editor, Paul O'Connor, or his traditional editorial, then you should know that he, too, felt that some of my traps were a little rough. Well, who needs him, anyway? Too big for his britches, I say, to sneak that page of his into my last book. Well, I've sent Paul into an exile from which he won't soon return!

Room traps are regimented death boxes about which the wheel of fantasy gaming rotates. They are not to be dealt with lightly, for they fold, spindle, and mutilate dungeon delvers with more panache and malice than any other form of trap.

Room traps tend toward the bizarre. Rare indeed is the subtle room trap — these things prefer to scream their presence to even the most dense of delvers, abandoning all surprise in favor of snaring the curious cat. Most room traps are content to remain unsprung, but you know there will always be at least one stooge in the party who wants to investigate. . . .

In this chapter you'll find bridges, spiders, giant gas bags, and malevolent book presses plus a horde of other unlikely delver dooms . . . the stuff of legends. . . .

Room Traps
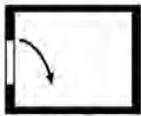
I always prefer to begin my collections with an outrageous trap based more in fantasy than reality. Thus, to open this chapter of my second book of traps, I boldly present the eminently logical **Beware of Low Ceiling** trap by Jason Sato, a Game Master of warped perceptions.

This trap is located in a large natural cavern with a high ceiling. A deep chasm divides the cavern. There is only one way to traverse the chasm — a handy suspension bridge has been provided for this purpose. The bridge appears to be in
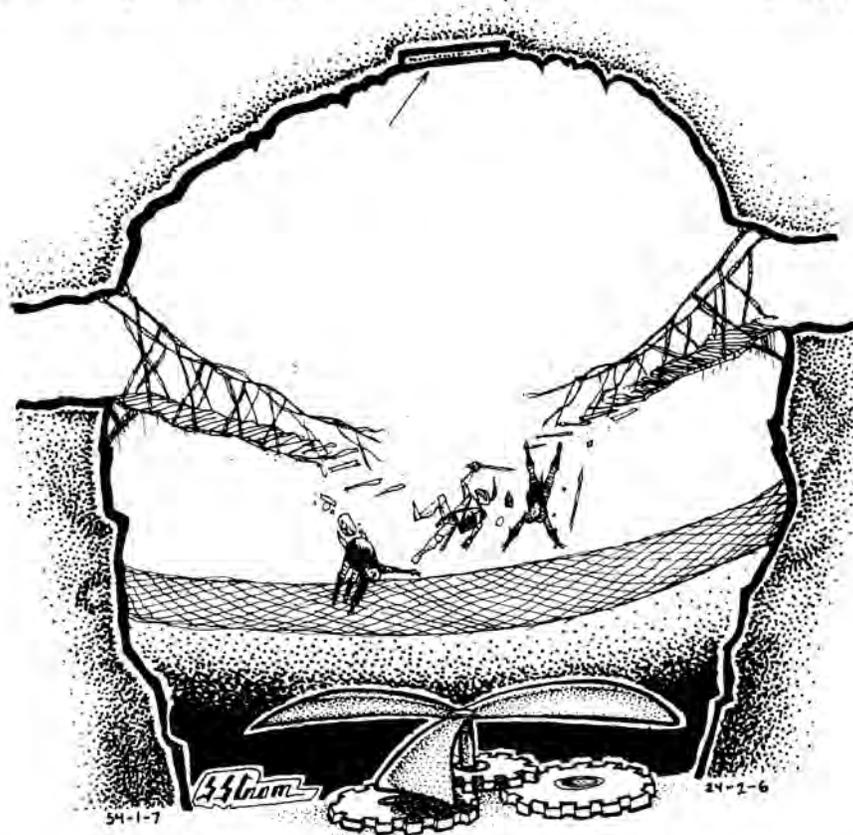

good shape; it feels sturdy although it sways a bit. To forestall any hesitation — or a careful inspection of the bridge — you might arrange for the delvers to be fleeing from some hideous beast when they come to the chasm.

The bridge will safely support about 600 pounds (the approximate weight of three armored delvers). When this limit is exceeded, the bridge will collapse into the chasm. The characters who fall with the bridge will be caught in a strong net suspended across the chasm about sixty feet below the bridge.

When the bridge collapses, a fan of epic proportions at the bottom of the chasm begins to whirl. The blades of the fan pick up speed very quickly, and will soon generate a blast of air strong enough to whisk the characters caught in the net up towards the ceiling. This will continue until the unfortunate delvers are slammed into the cavern ceiling — and hit a carefully positioned pressure plate.

Hitting the pressure plate causes the fan below to *reverse* the direction of its spin, creating a deadly suction. This will pull the characters back down into the chasm, through the net (which is not strong enough to withstand the combined forces of gravity and suction) and into the blades of the fan itself. To demonstrate the sound and effect to your players, shove a raw hot dog into a common household fan. Kzzing!

For a bit of (low) class on this trap, place a sign next to the bridge which reads, "Beware of Low Ceiling."
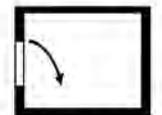
The Teeter-Totter Room is Cliff Baird's contribution to the genre of room traps. Unfortunately, it wasn't designed to kill delvers; instead, it traps them (and in the process turns them into nervous wrecks).

Characters who enter this room may dance, jump up and down, or have a picnic between the door and the pivot point beneath the floor. However, when over half the weight in the room has moved to the other side of the pivot, the floor no longer rests on the support brace near the door. The brace falls away, and the floor becomes a great teeter-totter upon the pivot point.

It is up to you to decide what will happen to the characters if they fall off the floor. As an especially savage variation, have the floor slide off its pivot and follow the delvers into the pit if they blow it.

Michael von Glahn offers the **One Way or Another** trap as a possible ending to the quest for the trap that will turn adventurers every which way but loose. This beauty, while sinister in construction and implication, has certain humorous overtones in application.

The room is your normal type dungeon room. The walkway which runs from the door to a niche in the opposite wall that houses 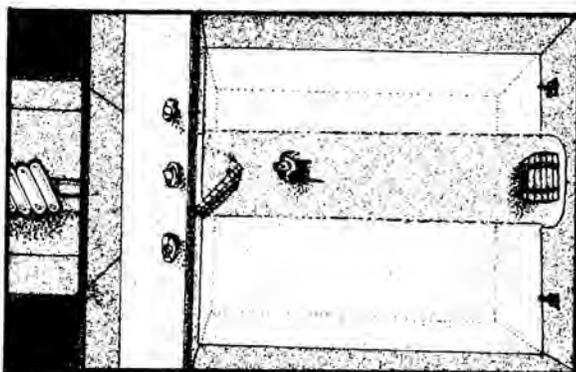a chest neatly bisects the floor into two pits. Each of the pits is covered by an illusion of normal flooring that can easily be seen as an illusion. At either side of the niche, just barely out of easy reach from the walkway, is a lever.

In the corridor opposite the open doorway, there is a spring-loaded section of the wall that will be triggered by weight being dropped on a pressure plate in the walkway. The cautious delvers who stand in and around the doorway while someone walks out on the walkway, or while they
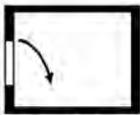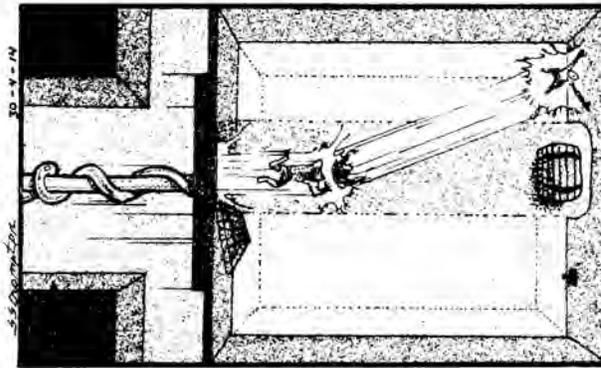
Figure A.
The trap as set . . .

Figure B.
The trap as sprung.

throw the carcass of their latest victim onto the walkway to test the floor, will be rammed by the wall into the room. Those not in the doorway will be splattered against the wall. So much for those outside the room.

Now the delvers who have just been shot into the room, like pinballs being blasted into action, will have to act quickly. It is not likely that any will fly straight and true at the chest, though you may wish to allow this if your thirst for blood has been quenched. Those who pitch off of the walkway will fall through the illusory flooring into the pit below. Those who fly across the room and grab the levers in a last-ditch effort to stay out of the pit, will find the levers to be easily detachable fakes that they will have lots of time to examine as they fall.

As for any character lucky enough to survive this mayhem, Michael suggests something suitable in the chest to dispatch them. I suggest that GM's select carefully, for the thing in the chest should be like an aperitif after such a heavy meal. That is small, aromatic, and packed with a big kick.

Greg Day has submitted an impairing room trap. The **Toe Tickler** is sure to wreak havoc among those delvers who think of greaves as old and useless.

The room can be entered without mishap — the trap is triggered when the delvers attempt to *exit* the room through either of its doors. The floor of the room drops a foot and the door-side wall of the pit is revealed to have a series of two-inch holes running along it. From the holes come spears that should catch most characters in mid-shin, causing a painful wound if they do not break the shin outright. It should also slow a character significantly if being pursued . . .
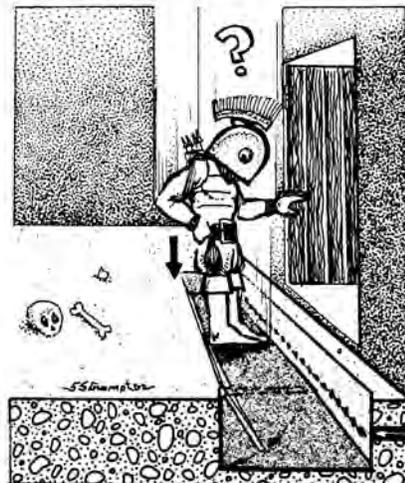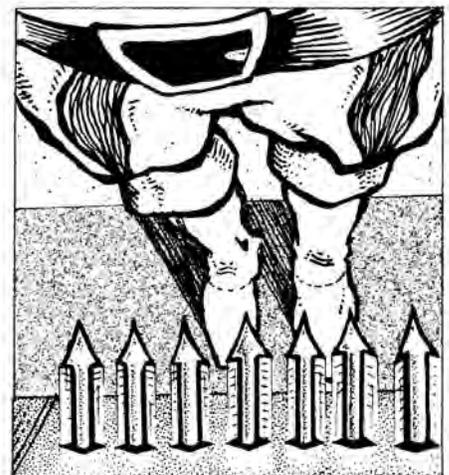

Toe Tickler

◄Side view
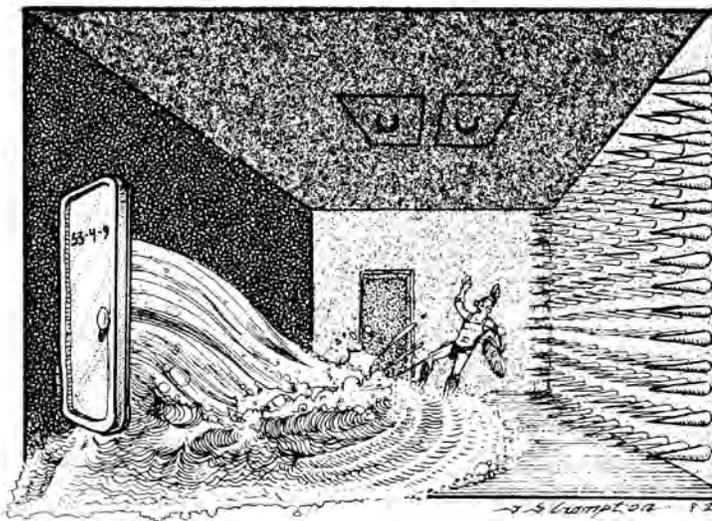
Top View ►

Michael Arner brings us the **Fire and Ice** trap. Like many other traps in this section, this trap is harmless until some poor schmuck screws up and does (in his opinion) the sensible thing. . .

This trap utilizes a small room. Rows of nasty-looking spikes cover one entire wall; in the wall opposite the spikes is a silver door. There are two trap doors in the ceiling. Delvers enter the room through a separate door on one of the unused walls; this door seals and locks itself behind the delvers.

If the party opens the silver door, they unleash a torrent of spring water which knocks them back against the spikes. The water continues to gush from the door and rapidly begins to flood the room. If the delvers survive the spikes, they'll find they must drop most of their equipment to tread water. The room will fill to a level dangerously near the ceiling (and the trap doors).

The safest thing to do is to sit tight. After about five minutes, the water will drain away, allowing the delvers to exit through the now-dry silver door. On the other hand, in a panic situation like this the delvers are probably convinced that they will drown — so they'll try to open the trap doors!

However, both trap doors lead to doom. Behind one trap door is a chamber filled with sodium (an element that combusts upon contact with water). Behind the other is a chamber filled with crystals which cause water to freeze. When either — or both — trap doors are opened, the element behind will be dumped into the water to keep the delvers company . . .

Next in line is the **Door-Lover's Room**, by Caroline J. Maher. This trap uses its own snare as a red herring for its intent. Interested? Read on . . .

Inside the room is a deep pit filled with ravenous, poisonous spiders. Delvers enter the room normally through a standard dungeon door. Narrow greased ledges lead around the pit to the apparent safety of a corridor on the other side of the pit.

When the characters navigate around the pit to the corridor beyond, they'll doubtless feel proud of themselves for avoiding the trap. So much the better . . . within the corridor is a spiral staircase that leads up to a normal-looking door. When the delvers open the door, however, a trap door opens beneath their feet, sending them plummeting down a chute and into the spider-filled pit they've just negotiated! Never go forward until you're secure about what's behind you.

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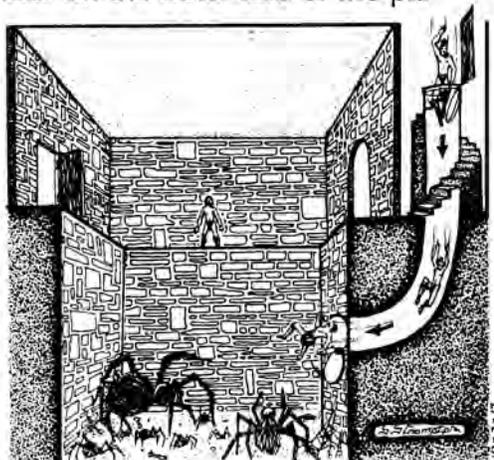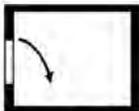
Larry DiTillio's first room trap is the **See-Saw Room**, a devious variation on Cliff's theme. This trap is tailored to deal with those inconsiderate delvers who like to play interior decorator and move every piece of furniture in a dungeon room.

The room is small and rectangular. Identical stone statues are set in opposite ends of the room; a series of glass globes supported on iron racks rest along the other pair of walls. Behind each statue appears to be a poorly-concealed secret door.

The entire room rests upon a central pivot; the statues keep small bolts in place and keep the room from tipping as soon as the first adventurer enters. If the statues are moved at all (presumably to gain access to the "secret doors"), the delicate balance of the room is upset, and the room will tilt radically to one side or the other. The delvers will be hurled towards one end of the room, and the fragile glass globes will be dislodged from their holders to shatter on the floor, spilling their deadly contents (poison gas/flaming oil/scorpions/whatever you choose). Finally, the stone statue from the "up" end of the room will plummet into the lower end of the room, pulping the delvers caught there. Oh, the fiendish wonder of it all!

This trap could also work as a corridor with a door at its midpoint and a statue at each end "hiding" a secret door. No matter how it is used, this trap is sure to be deadly.


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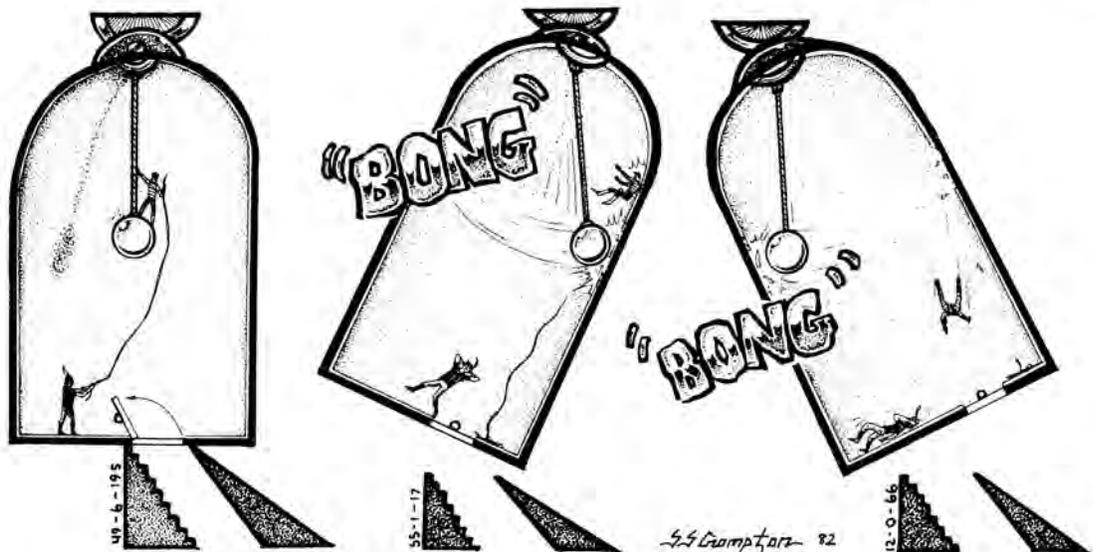
Larry's next trap is the **You Rang?** room. This is a round room (diameter 10') with a 30' high domed ceiling. Hanging from the center of the ceiling, about 10' from the floor, is a golden ball about the size of a beachball suspended on a silver rope. The room can be entered without a mishap through a trapdoor in the bottom of the floor.

If no one fools around with the golden ball, the party will be unharmed. However, doing *anything* to the ball and rope triggers a complex mechanism above the room, and the room begins to swing from side to side — with the delvers trapped inside. The room is actually a giant bell!

The golden ball will strike against the walls of the room (now revealed to be stone-plated steel), making an awful gonging din which should deafen the characters. Those delvers foolish enough to hang onto the ball will be pulped against the walls; characters who merely stand in the swinging room should gather their share of bruises, too.

The bell also serves as an alarm for the monsters in the area. The room will stop
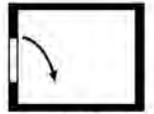
swinging after a few minutes – just in time to admit the hordes of hungry monsters who will have gathered nearby. The monsters should have no trouble dealing with the deafened and battered party within the room . . .

Not content to leave sleeping dogs flat with his low-humor *Low Ceiling* trap, Jason Sato strikes back with the **Dinner Gong**. This nasty room trap is a good way to feed the older monsters in your dungeon who can't beat and eat their meals like they used to.

The trap presents itself to the delvers as a simple dungeon room containing a treasure chest. The chest is securely fastened to the floor, so bands of moving-company dungeon delvers can't haul it away. On one of the walls of the room is hung a large brass gong.

Opening the chest activates a small but powerful generator hidden beneath the dungeon floor. For atmosphere, add a humming sound and slight vibrations in the floor when the generator is started.

The generator powers a strong electromagnet hidden in the wall behind the gong. When the magnet powers up, any iron or steel objects in the room (including armored delvers) will sail through the air into the gong, resulting in a loud "BONNNNNGGGGG." Delvers will be stuck to the magnet until they can free themselves of their armor.

The sounding of the gong alerts the feeble old monster in the hidden room nearby. Dinnertime! The monster should probably be something with lots of teeth and a can-opener . . .

Peter Yearsley has shown, through his frequent and fascinating letters to FBI, to be a true Renaissance Man. With the flare of an Inquisitor, he has dreamed up this next devious trap. Yankee ingenuity has got nothing on this Englishman's sense of the macabre.

The Hall of the Memorial Carpet is insidious in its application because it is one of those traps where the delvers can see how they will get it, and any attempt to escape will bring it upon them more swiftly. Except for the lucky ones. . .

The room is a standard dungeon room with doors in the east and west walls. In the north wall, there is a small niche with a lantern flickering in it. The south wall contains a much larger niche which is home to a chest. The floor is covered by the Memorial Carpet, an abstract melange of metal, cloth, leather, and perhaps a bone fragment or two.

The ceiling is placed on a time delay as soon as a door is opened. After two minutes have passed, the ceiling will begin to come down and the air pressure will cause both doors to shut. The air pressure in the now closed room will increase as the ceiling drops to where the air pressure will let it. Ears will pop, and the new level of the ceiling will probably be noticed.

If either of the doors is opened, the air in the room
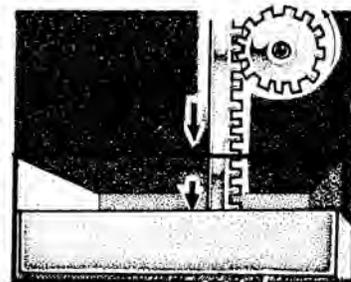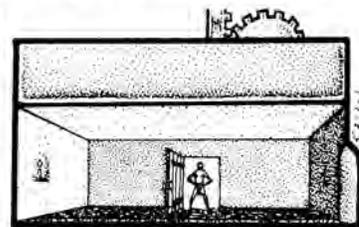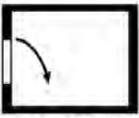
can escape, and the delvers will become the new additons to the Memorial Carpet. If either the chest or the lamp is moved, a slow leak will develop and the roof will sink towards the floor. Once the ceiling has gotten low enough, the doors cannot be opened, and neither door is strong enough to hold the ceiling up.

The most sinister aspect of this trap is that one or two people could save themselves by standing in the alcoves. What a fight there ought to be for that place of honor. Peter also suggests that an airlock tunnel might be located behind a secret door in the chest alcove. I'd make it an affair that only allows one person at a time. If one delver decides not to, or forgets to close the airlock door on the way out, well, wall-to-wall carpeting is nice . . .

Picture a long room with a door at one end and a bank safe at the other. The safe has been permanently attached to the wall, and cannot be moved. This is the setting for **The Safe-Cracker's Nemesis**, designed by Scot Rhoads.

Delvers, being nimble-fingered little monkeys, will almost certainly attempt to pick the lock of the safe by pressing their pudgy ears against the door and twirling the dial. To the safe-cracker's dismay, however, it will be found that every mistake the character makes while woi ʒ the dial causes the floor of the room to slide one foot into the wall holding the safe — revealing a bottomless pit below. Too many mistakes, and the gap between the door and the floor will isolate the safe-cracker on the wrong side of the pit! Of course, to be nice you could include a secret passageway on the other side of the safe door, to give the delvers a way out. . . .
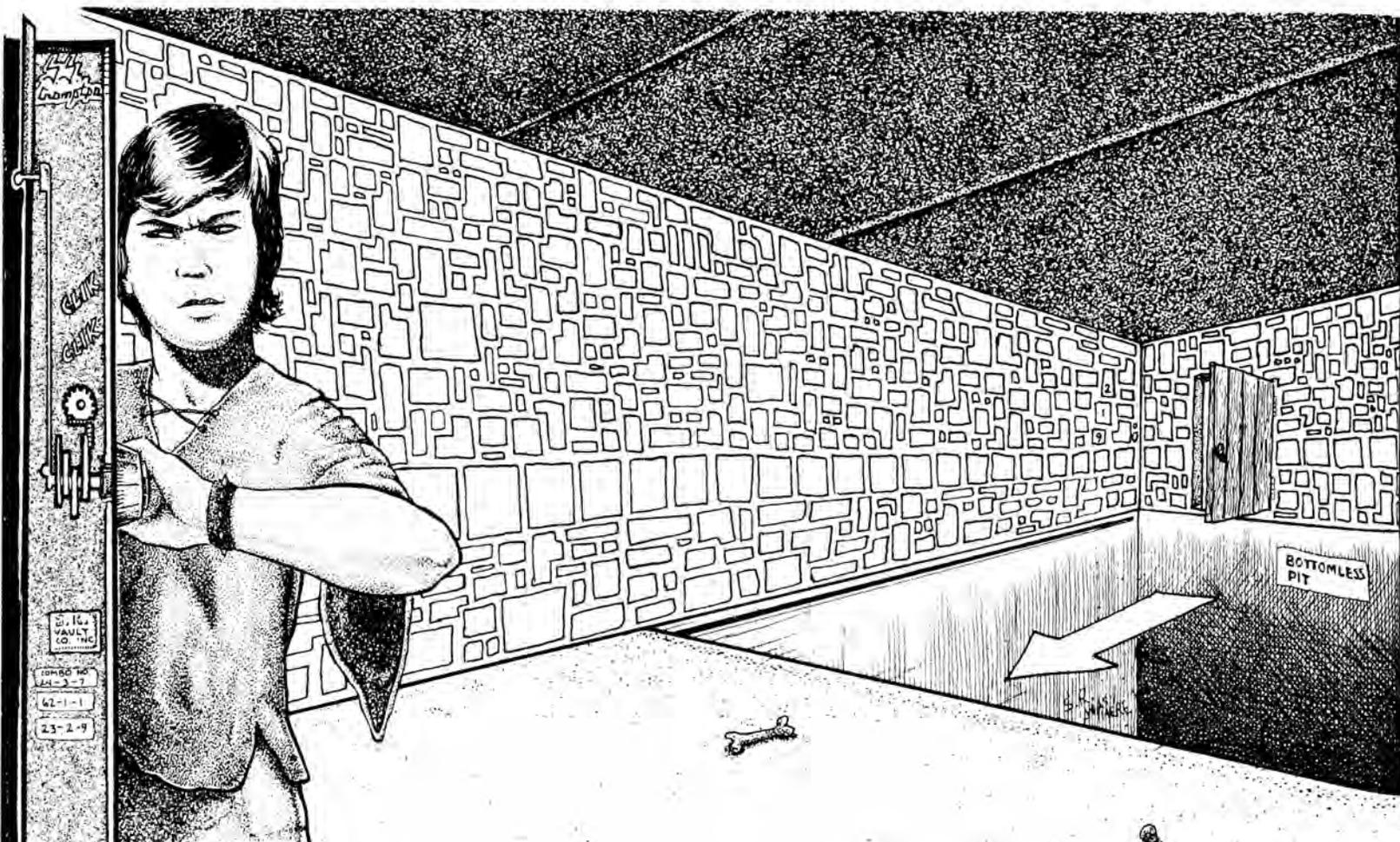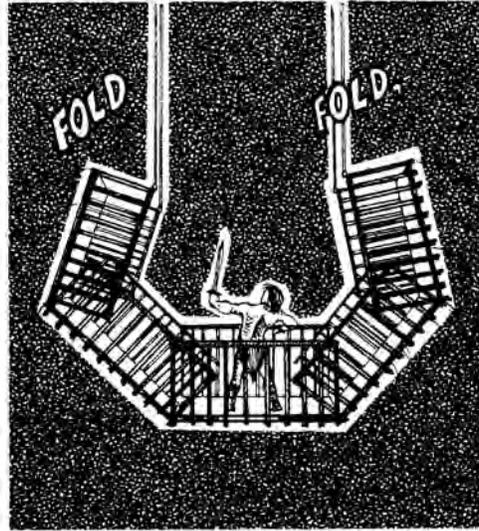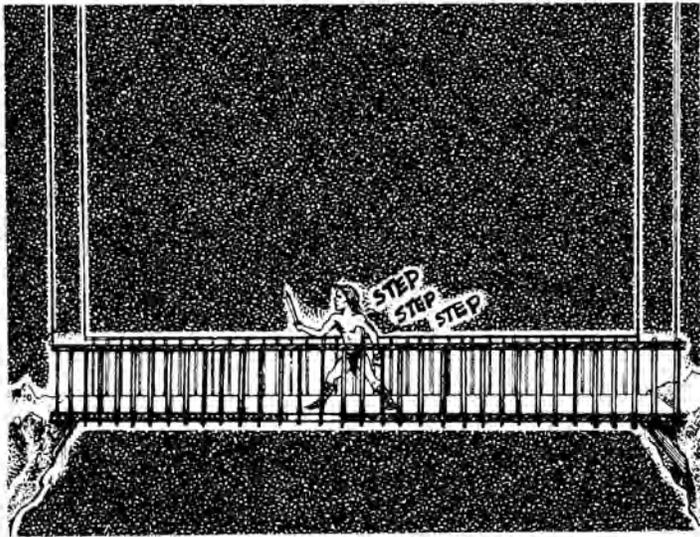
Charles Mollenhauer brings us the **Trolls' Bridge-Work**. No, this isn't a denture for monsters, but rather a bridge over a chasm that quickly becomes a cage hanging over a chasm . . .

The trap works simply. When characters come to the deep chasm, they'll see an easy way to cross it — a wide bridge suspended by wires from the ceiling. Stepping upon the pressure plate in the middle of this bridge causes the sides of the bridge to quickly fold up around the bridge middle, like a perverted draw-bridge. The delvers are now trapped in a cage! You can either leave them dangling over the chasm, or lower the cage to the bottom of the pit (where, presumably, something horrible lies in wait) . . .

From Pat Mueller comes the **Cretin in the Circular Citadel** trap. The intriguing construction of this room should lead to the doom of many a delver.

The trap is a round room; entry is gained by a single door set flush with the wall. In the center of the room, on a raised circular dais, is a glowing ruby of great worth and obvious magical nature. Parading around and around the perimeter of the room are a number of characters of all kindreds and types. These characters all have glazed, fixed expressions on their faces, and they appear to be hopelessly searching for something. Several show signs of advanced malnutrition. There are a few dead bodies sprawled on the floor, as well.

The magical gem places a geas upon anyone who touches it. The affected character can do *nothing* until he or she finds a corner in this perfectly round room. Once a corner has been found, then the character is released from the geas and may take the ruby without penalty.

The various beings wandering around the room are all characters under the geas. Many have died (or are in the process of doing so) during their fruitless quest.

None of these characters (obviously) have discovered the way to find the corner in a round room. By simply knocking a small chunk out of any of the wall space in this room, a corner is formed — thus ending the geas.

But don't tell your players that . . .
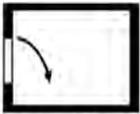
Andy Beauchamp brings us the **Death of 1000 Slices**, a room of dangerously-positioned cutlery. This trap is so obvious, it's likely to claim many a life. . .

Two opposite walls in a square dungeon room are covered from floor to ceiling with thousands of sharp knives; the other two walls contain doors. Running along the floor, from one door to the other, is a row of knives. Running along the ceiling, exactly in line with the daggers on the floor, is a row of swords.

As soon as a character ventures more than ten feet inside the room, the trap is sprung. If he has walked to either the right or the left of the row of daggers, then the nearest wall folds over onto the floor, mincing him horribly.

The only safe way to walk through this room is to straddle the daggers. This will cause both walls of knives to fall inward at the same time jamming together above the character.

If you want to make this trap even more deadly (a technique which I heartily approve), grease the floor around the row of knives. Thus, even if the delver avoids the walls, he might still slip and fall on the knives! An even nastier addition is to have a voice over announce, in the voice of the party's leader, "Hit the deck!"
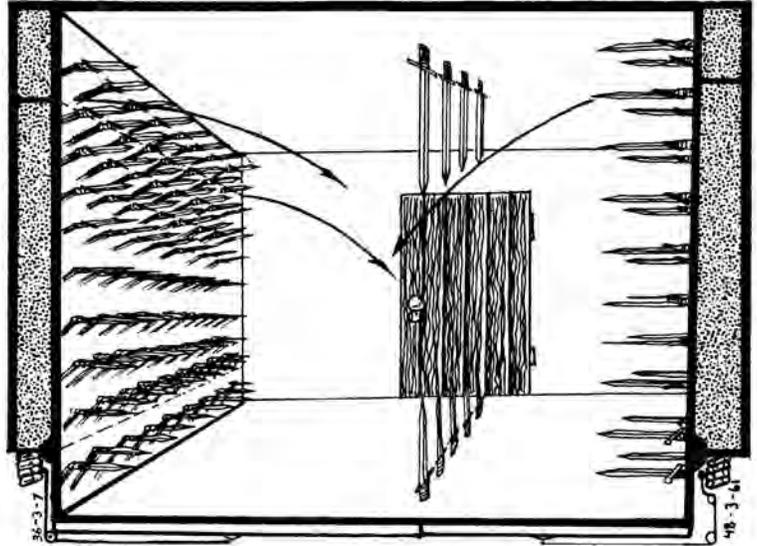
There are often times that a dungeon becomes so familiar to adventurers that they have no fear. They know what is where and can find their way around blindfolded – would that they would do us great favors by travelling that way. Pat Hollister's **Roulette Room** offers us one method for dealing with such carefree wayfarers.

The roulette room is a circular affair with a large number of doors set in the wall. In the center of the room is a chest. When the chest is opened, the room will begin to spin wildly around, quickly making the delvers dizzy and perhaps even throwing a few out through the doors. While this is happening, a lodestone in the chest will hopelessly screw up any compasses in the room. When the room stops spinning – orienting itself randomly to true north – the delvers should be thoroughly lost, not to mention dizzy and sick.

Adding a large silver ball to bounce around and checking if any of the delvers' lucky number is up is purely optional. (If a character's number is up and the character survives, a kind Game Master should pay the character 36 times the amount of money he has on him.)
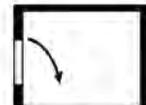
I have often found that the key to catching the most clever of characters in a trap is to provide a trap that is very simple, and provide the adventurers with the solution to it. They act upon that information and, well, see the next trap as an example.

Ted Rassieur offers **The Ceiling Trap.** The room it is placed in is a normal room with one centrally-placed door in each of the east and west walls. The doors are placed directly across the room from each other, and the room is devoid of any furnishings.

When the east door is opened – both doors open out of the room – the ceiling area between the two doors slams down. It should be quite clear to the delvers that if they had been inside the room and opening the door, they would have been squashed. The ceiling then retracts after ten seconds.

When the west door is opened, the ceiling everywhere except between the two doors smashes down. What usually happens is that characters who enter through the east door stand out of the way to open the west door. By the same token, characters entering from the west know better than to stand away from the east door when they open it. Simple, but deadly. . . .

Area stamped when west door is opened

Area stamped when east door is opened
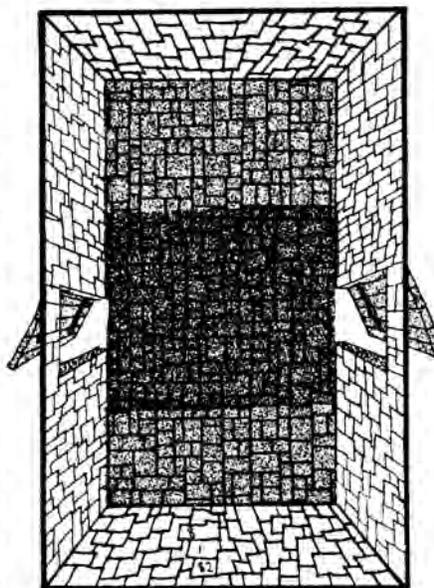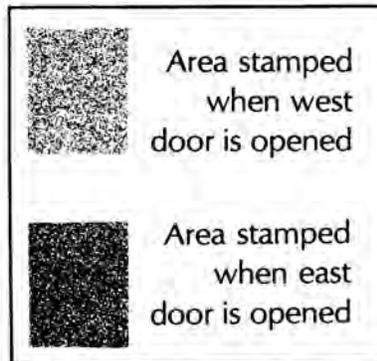
In my quest for traps, I occasionally run across a truly criminal mind housed in the body of a human being. Matt Nadelhaft is like this, and it is criminal that his mind will be trapped in the body of a mere human. He has such trollish potential. . .

Burial at Sea is a trap for all delvers who do not own wash-and-wear armor. The characters step into a room that smells slightly of brine, yet does not have anything in it. There is a secret door in the floor, however, and what character can resist a secret door? Once the secret door is opened – and it does truly deserve to be called a trapdoor – the fun begins.

Water literally explodes through the trapdoor with the force of a tidal wave. Water will begin to fill the room, making it impossible to open the door to the room. Within thirty seconds, the room itself will be flooded, though the domed ceiling will provide an airpocket for characters light enough to float or lucky enough to fly. Characters who are too heavy will have to shed all of their armor, weapons, and the like until they can float.

A minute after the room has flooded, two smaller trapdoors will open at the base of the walls. One will pump in cold water while the other provides an

outlet for the cold water. The cold current will stay at the bottom of the room and should easily push all discarded armor, weaponry, and other equipment (including any loose sacks of treasure) into the outflow hole. After two minutes, the current will cease to flow, and the brine in the room will drain out of the outflow hole. The characters should touch down safe, yet a whole lot poorer. For an added touch of torture, remind them how much brine itches as it dries . . .

Burial at Sea
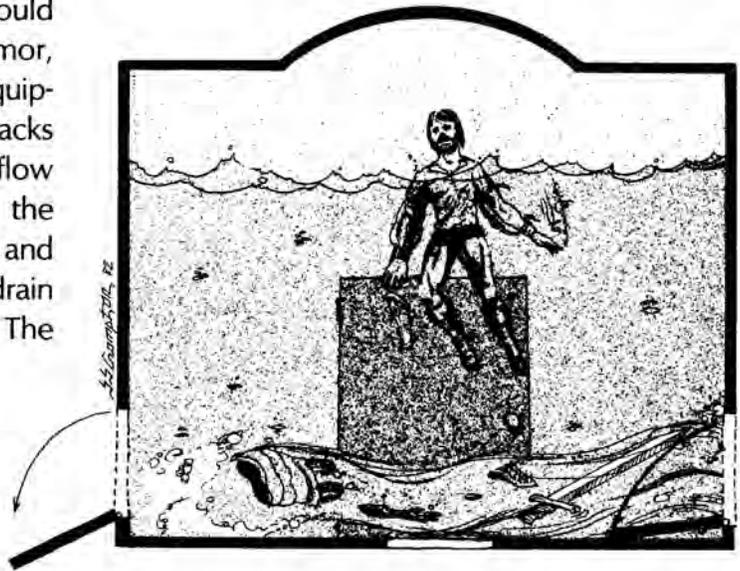
Stephen McAllister, as subtle a dungeon master as I have ever met, has a knack for providing great visual beauty along with deadliness in his traps. Mac is the sort of man who would have thought of putting thorns on roses, if I had not already seen to it. With this in mind, I present **Fruits of Misfortune.**

In a room, the adventurers discover a silver tree that bears golden fruit. The tree and the fruit seem natural to the eye or touch, yet pears, apples, lemons, and such all share the same tree. Little to no magic is felt from the fruit or the tree. The delvers can go ahead and pluck the fruit; it is solid gold, the skin being several layers of gold foil to allow that fleshy feel.

This is where the trick comes in. When the fruit is picked, it will leave a tiny hole where the stem connects to the branch. The silver tree is actually hollow, and gas will seep through the holes. The gas is of the knock-out variety, one that will affect all races and kindreds; the length of time it takes will depend upon the health of the characters and how many of the fruits have been picked. Worked well, however, the adventurers should not know they have been tricked until they begin to pass out from the gas. Whether or not returning the fruit to the tree will plug the holes is up to debate, though when was the last time a tree took back fruit?
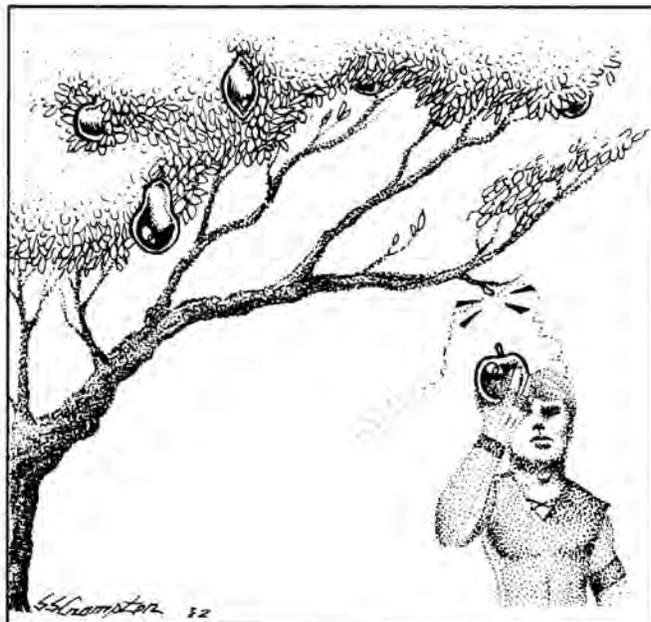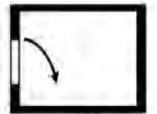
Mike Stackpole, whom I have been forced to deal with since I dispatched my first two editors, has retreaded a concept by Matt Nadelhaft to create the **Let Me At 'Em** trap. All you have to get them to do is push the button . . .

The adventurers enter a small, dingy room through a door in the west wall. The north wall has a very strong-looking man bound to it by a steel band around his middle. As the adventurers enter the room, the captive taunts them with cries of "You sissies, I'll rip yer throats out. I'll smash ya all. I'll kill ya. I dare ya to release me; you ain't so tough." The south wall has got a red button on it labeled "Release."

At the captive's back, within the band, is a button that his body keeps pressed in. If the release button is hit, the man will be teleported away. This will release the button and allow the north wall to slam into the south wall. If the man has been killed, his body will drop from the steel band — if the release button is pushed — accomplishing the same thing. A grim application of the "deadman switch" principle . . .

Lodes of Fun is a trap devised by Adrian Passmore. Adrian is another contributor from the United Kingdom, and he clearly shows where you American colonials get your deviousness.

Adrian's trap is located in a small room, perhaps at the end of a cul-de-sac. One end of the room features a door, another wall has a secret door behind which waits a troll armed with something large and heavy. When the plain door is opened, a very powerful fan is activated. It blows thousands of BB and marble-sized lodestones out at the adventurers. The fan is powerful enough to keep all but several strong men working together from closing the door, and it will shut only off when all of the lodestones have been blown off a pressure plate in the base of the lodestone room.

The lodestones will fly out like locusts and cover any armored character. The armor will become heavier with the added metal, and it is quite likely that the stones will block eyeslits or make joints really difficult to move. Most characters will shuck their armor to collect the stones. This is when the troll steps out and greets the adventurers with his weapon.

Also remember that a character stepping into the closet will reactivate the fan and may well be blown across the room by the force of the wind . . .

The Better Mousetrap could only have been born in the mind of Brandon Corey, and many adventurers will wish it had been stillborn. In a room laid out in the shape of an L, there is a huge mousetrap. The spring is the size of a man's thigh, and the bar that would break the neck of a mouse is fully three feet wide and two inches thick. On the trigger rests a pound of cheddar cheese which radiates good magic. The L-shape of the room is so that the characters cannot initially see what they are going to confront. No character with any sense would enter a room with that big trap.

Triggering the trap is simple: just toy with the cheese. As the bar snaps down, which it will do when the bait is removed, it will hit a pressure plate at its impact point. This will activate the release catch on the doors to cages containing several
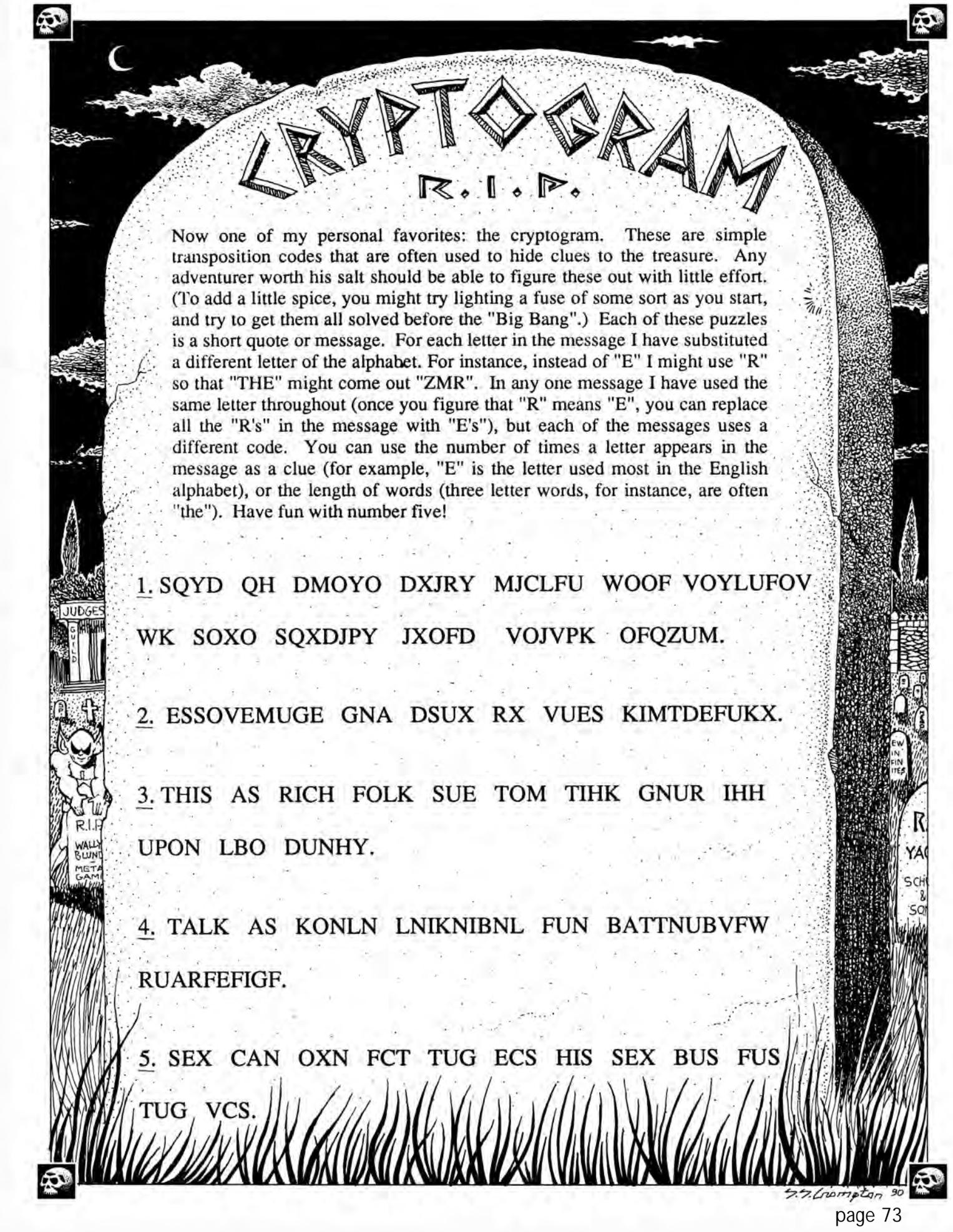
CRYPTOGRAM
R. I. P.

Now one of my personal favorites: the cryptogram. These are simple transposition codes that are often used to hide clues to the treasure. Any adventurer worth his salt should be able to figure these out with little effort. (To add a little spice, you might try lighting a fuse of some sort as you start, and try to get them all solved before the "Big Bang".) Each of these puzzles is a short quote or message. For each letter in the message I have substituted a different letter of the alphabet. For instance, instead of "E" I might use "R" so that "THE" might come out "ZMR". In any one message I have used the same letter throughout (once you figure that "R" means "E", you can replace all the "R's" in the message with "E's"), but each of the messages uses a different code. You can use the number of times a letter appears in the message as a clue (for example, "E" is the letter used most in the English alphabet), or the length of words (three letter words, for instance, are often "the"). Have fun with number five!

1. SQYD QH DMOYO DXJRY MJCLFU WOOF VOYLUFOV WK SOXO SQXDJPY JXOFD VOJVPK OFQZUM.
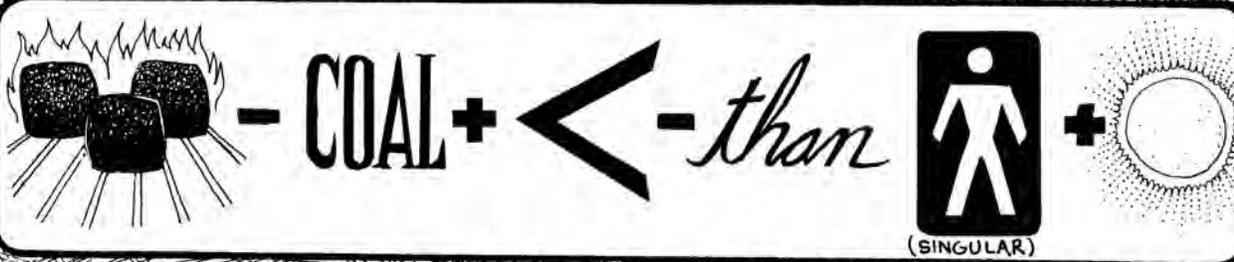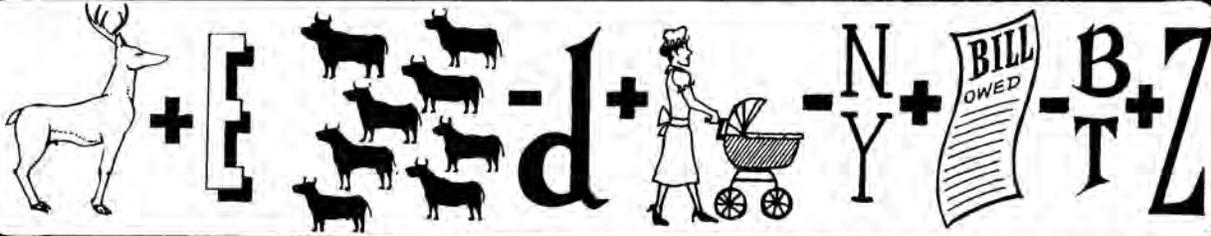
2. ESSOVEMUGE GNA DSUX RX VUES KIMTDEFUKX.

3. THIS AS RICH FOLK SUE TOM TIHK GNUR IHH UPON LBO DUNHY.

4. TALK AS KONLN LNIKNIBNL FUN BATTNUBVFW RUARFEFIGF.

5. SEX CAN OXN FCT TUG ECS HIS SEX BUS FUS TUG VCS.

REBUS PUZZLE

Below are arranged the names of some of the more notorious contributors to my first two volumes. Their names are as plain as day for a troll to read. However, you humans may have trouble, so I shall explain the rules of a Rebus. You must decipher the picture, then add or subtract letters based on the + or - symbols. A space between pictures with no + or - means the beginning of a new word. Some pictures have a small arrow which points to a specific item in a drawing. Being trollish, I of course put the most difficult one first and the easiest at the end.

+ E − d + − N/Y + BILL OWED − B/T + Z

− COAL + < − than (SINGULAR) +

− SHAW + + IS

+ − HEY + Y

HONEY

− UY + +

THE THINKER

1 E	2 E	3 D	■	4 L	5 D	6 B	■	7 F	8 B	9 H
■	10 N	11 M	12 M	13 G	14 M	15 Q	16 A	17 E	18 J	19 G
■	20 C	21 K	22 I	■	23 L	24 P	25 C	26 G	■	27 Q
28 A	29 H	30 B	■	31 H	32 K	33 B	34 F	35 J	36 P	37 L
38 H	39 Q	40 A	■	41 D	42 N	43 K	44 L	45 N	46 G	47 N
48 A	■	49 F	■	50 D	51 L	■	52 K	53 Q	■	54 M
55 I	56 J	57 M	58 N	59 F	60 B	61 N	62 M	■	63 M	64 K
65 J	66 P	67 J	68 Q	69 G	70 J	■				

IT'S A DOUBLE CROSS!
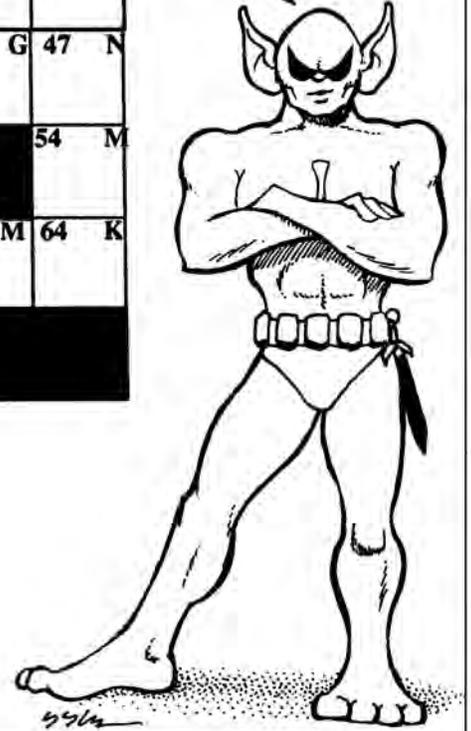
A. ___ ___ ___ ___   Osculate.
   48 28 16 40

B. ___ ___ ___ ___ ___   Without exception.
   6 33 60 8 30

C. ___ ___   Northwest (abbr.)
   25 20

D. ___ ___ ___ ___   What every adventurer hopes to get (quickly).
   3 50 41 5

E. ___ ___ ___   Many times
   2 1 17

F. ___ ___ ___ ___   Something you may lose if you dare to enter
   59 49 7 34
Grimtooth's Lair.

G. ___ ___ ___ ___ ___   A reckoning.
   26 69 46 19 13

H. ___ ___ ___ ___   Something you'll find in Grimtooth's Lair.
   29 38 31 9

I. ___ ___   Some would say Grimtooth is stronger than one of these.
   22 55

J. ___ ___ ___ ___ ___ ___   A river in Texas.
   35 67 18 56 70 65

K. ___ ___ ___ ___ ___   Grimtooth's favorite kind of trap.
   32 64 52 43 21

L. ___ ___ ___ ___ ___   The condition of the spikes in the "Wet Pit".
   23 37 51 4 44

M. ___ ___ ___ ___ ___ ___ ___   An instrument for measuring the amperes in your electrical trap.
   11 12 14 54 62 57 63

N. ___ ___ ___ ___ ___ ___   Kobold.
   10 47 45 58 42 61

P. ___ ___ ___   What most adventurers want most after they enter Grimtooth's Lair.
   66 24 36

Q. ___ ___ ___ ___ ___   Mother of pearl.
   53 15 27 68 39

> This is a special kind of crossword puzzle. The puzzle is a quote from a well-known magazine. When you get done, the first letters of the clues will spell out the name of the person who said it, and the magazine in which it appeared. You can use the puzzle to help you figure out the clues, or the clues to help you figure out the puzzle. Note that as you fill in the clues, the letters go in the numbered spaces in the puzzle also.

Bye Now!
~Grim

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Grimtooth's Traps Too and Fudge

by Ann Dupuis, Joseph P. Gill, and Brett Sanger

Grimtooth's traps are best used as obstacles to provide roleplaying and puzzle-solving opportunities. Much of the interaction between traps and characters (as they try to detect, avoid, or disarm) can be "fudged," handled through description rather than dice rolls. GMs should adjust the Difficulty Levels and other stats to suit specific campaigns.

Fudge Game Stats

We use the following attributes and skills as a "standard" for defining **Fudge** game stats for Grimtooth's Traps. GMs should substitute equivalent traits if they don't use the specific attributes and skills listed below.

Reasoning: use when character attempts to disarm a trap. May substitute skills such as Disarm Trap, Engineer, etc.

Perception: use to determine if a character can spot a trap before activating it. May substitute skills such as Detect Traps, Observation, Search, etc. GM may roll in secret.

Willpower: use as a save against magic or when "common sense" may help the character survive. May substitute Magic Resistance Gift, etc.

Strength: use whenever a character needs physical strength to break free of restraints, force open a door, etc. May substitute Escape Artist and similar skills in some situations.

Agility: use when a character attempts to avoid an activated trap by jumping out of the way, etc. May substitute Acrobatics/Tumbling, Balance, Jumping, Running, or other skill based on circumstances.

Health: use when a character has been exposed to poison or extreme physical stress.

Substituting Skills

When substituting a skill check rather than rolling against an attribute, reduce the Difficulty Level by one. For example, if a character tries to climb a wall to escape a trap, the Difficulty Level might be Good for Agility but only Fair if the character uses a Climbing skill. This reflects the advantages of training and experience over raw talent.

Damage Factors

We've assigned Damage Factors to the traps that do physical damage to characters unlucky (or careless) enough to get caught in them. Use these as a guide to determine whether a character is Hurt or worse. Note that many traps have Damage Factors of 9 or higher, indicating that the trap is lethal. The GM decides when "Near Death" becomes "Dead" (instantaneously, in some cases).

Damage:	1-2	3-4	5-6	7-8	9+
Wounds:	Scratch	Hurt	Very Hurt	Incap.	Nr. Death

If you wish to add an element of randomness to the amount of damage done by a sprung trap, adjust damage points by the number of levels by which the character lost the attempt to evade the trap once sprung. For example, if the Difficulty Level for evading a trap is Superb, a character with a Fair Agility result would suffer an additional 3 damage points (having missed the Difficulty Level by 3).

Alternatively, use a Situational Roll to adjust damage points (see *Falling,* next page).

Grimtooth's Traps Too and Fudge

Falling

Use the following chart to determine base damage from a fall. Make a Situational Roll (a roll of Fudge dice or equivalent for a result of –4 to +4, no trait involved) and subtract the result from the damage done. Remember, subtracting a negative number is the same as adding a positive number. If the Situational Roll is Terrible (–3) damage will be increased by 3 points. Then compare the amount of damage to the Wound Track (see *Damage Factors*, above) to determine whether the character is Hurt, Near Death, or whatever.

Distance of Fall (round up)	Damage Points
10'	3
20'	4
30'	5
40'	6
60'	7
80'	8
100'	9
120'	10

Falling characters may attempt to land on their feet and roll with the impact. A Fair or better Acrobatics result or Good Agility allows the character to reduce damage by one Wound Level. For example, a character falling 20' with a Fair Situational Roll (–0 to damage) would normally suffer 4 points (a "Hurt" result). With a successful Acrobatics or Agility roll, the character would only suffer a "Scratch."

Poisons

Poisons may be rated for their potency, on the Terrible – Superb scale. Effects vary, as do methods of exposure. Contact poisons must touch bare skin to have any effect. Other poisons must be imbibed, or inhaled. Possible effects include unconsciousness, physical damage (equivalent to wounds), paralysis , etc.

When a character is exposed to a poison, make a Health roll and compare against the poison's potency. If the result equals or exceeds the poison's potency, the character fights off the worst effects of the poison and takes reduced damage, suffers lesser effects, or recovers more quickly. The actual effects are up to the GM.

What's Fudge?

Fudge is a customizable roleplaying game that each Game Master adjusts to suit a specific genre, campaign world, and gaming style. Although every *Fudge* game will be different, there are some game design decisions at the core of *Fudge* that are used by most Game Masters.

Characters and Character Traits

Fudge characters are described by "traits," including attributes, skills, gifts, and faults. *Fudge* uses ordinary words to describe attributes and skills:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

There is an additional level: Legendary, which is beyond Superb. GMs may restrict Legendary traits to non-player characters.

Most attributes default to Fair (average). Most skills default to Poor — it takes training and experience to improve a given skill.

Character creation is also customizable. Players who are comfortable with "just fudging it" may simply describe their characters in *Fudge* terms (subject to GM approval). *Fudge* also offers several more "objective" methods of character creation.

Action Resolution

For any action the player character wishes to perform, the GM must determine which trait is tested. Some actions are so easy that the character succeeds automatically; others are impossible (no rolls needed).

When the outcome of a given action is uncertain, players roll dice and add the results (from –4 to +4) to their character's trait level. "Fair" plus 2, for example, is "Great." This is compared either to a GM-set Difficulty Level (if the action is unopposed by any character or NPC) or against an opponent's trait level plus dice modifier.

Difficulty Level

The GM will set a Difficulty Level when a character tries an Unopposed Action. If the character's trait plus the dice roll modifier meets or exceeds the Difficulty Level, the action succeeds.

For example, a character with a Fair Detect Trap skill would need a +1 result to detect a trap if the GM has set the Difficulty Level to Good. (Good is one level higher than Fair on the *Fudge* trait scale.) A –1 modifier would produce a Mediocre attempt at detecting the trap; unfortunately for the character, not good enough!

Opposed Actions

When a character's actions are Opposed by an opponent, the character's trait plus dice modifier is compared to the opponent's trait plus dice modifier.

Relative Degree

This refers to how well a character did compared to another participant in an Opposed Action. The relative

If the poison is one that causes damage, it should be assigned a Damage Factor. Use the Relative Degree by which the character wins (or loses!) the Health Roll to adjust the damage done. For example, a contact poison with Good Potency and Damage Factor 4 would cause "just a Scratch" with a Superb Health Roll (Damage Factor 4 minus Relative Degree of 2), and would Incapacitate a character who got a Terrible result on the Health Roll (Damage Factor 4 minus Relative Degree of –4 for a total of 8 damage points).

Chapter 1: Room Traps

Beware of Low Ceiling

Fair Perception spots the trap. Superb Agility to jump out of the way. Damage Factor is 10.

The Teeter-Totter Room

Fair Perception spots the trap. Good Agility to jump off. Damage depends on what the characters fall into.

One Way or Another

Great Perception to spot the trap. Superb Agility to avoid. Damage Factor 15 to characters who get squashed. Damage Factor 5 for characters bashed into the room. Damage from pits and chest traps left to GM.

Toe-Tickler

Good Perception to spot the trap. Good Agility to avoid the spears. Damage Factor 4 for spears. Poor or worse Agility roll results in one or more broken shins.

Fire and Ice

Great Perception to spot the trap. Superb Agility to avoid the spikes. Damage Factor 6 for spikes. Opening either trap door will likely be fatal. GMs might allow a Reasoning roll to avoid these trap doors.

Door-Lover's Room

Superb Agility to negotiate the ledge. Spiders should be fairly easy to kill if the delvers decide to do that. Great Perception to detect chute trap. Superb Agility avoids

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...continued from previous page

degree is expressed as a number of levels. If a PC gets a result of Mediocre in combat against an opponent with a Good result, the relative degree is -2 from the character's perspective, and +2 from the opponent's perspective. This Relative Degree affects how much damage a character suffers in combat.

Fudge Dice and Other Random Generators

Fudge dice are six-sided dice with two sides marked + (+1), two sides marked – (–1), and two sides left blank (+/–0). Rolling four Fudge dice (4dF) gives results from –4 (sub-Terrible) to +4 (trans-Superb).

Alternative 3d6 dice method: Roll 3 six-sided dice. Add the numbers and compare to the following table:

Rolled								
3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
–4	–3	–2	–1	+0	+1	+2	+3	+4
Result								

Wounds

Damage to a character can be described as being at one of seven stages of severity:

Undamaged (no wounds at all)
Just a Scratch (no real game effect)
Hurt (–1 to actions)
Very Hurt (–2 to actions)
Incapacitated (only the most basic actions allowed)
Near Death (unconscious; death without medical help)
Dead

Determining Wound Levels

Fudge offers many ways to track combat damage. The Objective Damage System assumes each character will have an Offensive Damage Factor (the total of modifiers, including any applicable Strength and Scale bonuses, that reflects the deadliness of the weapon used) and a Defensive Damage Factor (the total of modifiers, including Scale and armor, that reflects the character's ability to withstand or avoid damage). To determine how much damage is done in a given combat round, use the following formula:

Winner's Relative Degree + Offensive Damage Factor
– Loser's Defensive Damage Factor

Damage:	1-2	3-4	5-6	7-8	9+
	□□□	□	□	□	□
Wounds:	Scratch	Hurt	Very Hurt	Incap.	Nr. Death

Most characters can withstand three Scratches, one Hurt, and one Very Hurt. Further Scratches are marked as Hurts, further Hurts are marked as Very Hurt, etc.

For more cinematic games, GMs may adjust the wound boxes, allowing two Hurts instead of one, for example:

Damage:	1-2	3-4	5-6	7-8	9+
	□□□	□□	□	□	□
Wounds:	Scratch	Hurt	Very Hurt	Incap.	Nr. Death

Free Fudge!

You can download a free copy of the *Fudge* roleplaying game at http://www.fudgerpg.com.

dropping into the chute. Superb Agility allows delver to catch himself in the chute. Good Climbing allows delver to climb back up the chute. Factor is as per falling 30 feet, plus any damage caused by giant poisonous spiders (Poison Potency = Fair, Effect = Paralyzation)

See-Saw Room

No Perception roll needed to spot the secret doors. Superb Perception required to notice trap nature of room. Superb Agility to avoid getting squished by the statues once the trap is sprung. Damage depends on what the GM puts into the glass globes.

You Rang?

Fair Engineering or similar skill to notice nature of room. Damage Factor 5 for swinging ball. Characters falling from the ball take 15' falling damage. Characters will be Deafened (Stunned) for one minute (–1 to all actions).

Dinner Gong

Good Perception spots the trap. Good Reasoning disables the generator. Superb Strength to free oneself. Game Master determines monster.

The Hall of the Memorial Carpet

Great Perception reveals nature of trap. Good Reasoning disables the mechanism. The trap is fatal if activated. Players should be able to figure out that alcoves are safe zones; allow characters to notice this with a Mediocre Reasoning if the players miss it.

The Safe-Cracker's Nemesis

Good Perception identifies nature of the floor. Great Reasoning disables the mechanism. Superb Lockpicking to open the safe if the GM decides there's a secret door behind it. If there is no secret passageway, no attempt to open the safe will be successful; each attempt will cause the floor to retract. GM determines depth of pit and difficulty level for jumping across. Great Agility to climb around the pit using the joint between wall and sliding floor.

Troll's Bridge-Work

Great Perception to find pressure plate or notice nature of trap. Fair Reasoning to disable the pressure plate. Characters must be clever to escape; Superb difficulty level.

Cretin in the Circular Citadel

Great Reasoning to divine the reason for the slack expressions. Superb Willpower roll to resist the geas (characters with any form of magic resistance will get a bonus).

Death of 1000 Slices

Good Perception to notice that the walls will fold in when trap is triggered. Superb Agility to avoid getting sliced when sprung. Good Agility to negotiate the daggers

(Great if greased). Great Reasoning disables mechanism. Damage Factor 9 for falling walls. Damage Factor 2 for dagger if character falls.

Roulette Room

Great Perception to spot and nullify effectiveness of trap. Superb Agility to avoid getting tossed out. Legendary Reasoning to disable the mechanism. Superb Reasoning to avoid confusion. Superb Agility to avoid falling. If the GM includes the bouncing ball, a character will be hit by the ball on a Situational Roll of Poor or worse. Damage Factor 4.

The Ceiling Trap

Superb Perception to spot trap. Legendary Reasoning to disable. Damage Factor 20.

Burial at Sea

This trap should be roleplayed. Characters who can't swim probably won't drown as it's all over in 4 minutes — but you can make them think they will! Feel free to include additional traps or monsters beyond the outflow hole.

Fruits of Misfortune

Superb Perception to notice gas after fruit is picked. Gas functions as poison (Potency = Fair +1 for each fruit picked, Effect = Unconsciousness). GM may add monsters to take advantage of the incapacitated characters.

Let Me At 'Em

Superb Perception to spot trap. Legendary Reasoning to disable. Damage Factor 20.

Lodes of Fun

Fair Perception to spot secret door. Superb Perception to spot fan activator on plain door, Superb Reasoning to disable the fan activator. Legendary Reasoning to disable fan after activation. Lodestone covered armor is –2 to all actions.

The Better Mousetrap

Superb Reasoning to deactivate mousetrap itself. Superb Reasoning to deactivate pressure plate under the striker. Cats will be freed if trap is triggered. Legendary Agility to avoid being hit by the striker if on pressure plate. Damage Factor 4 for striker.

Kiss of Death

Legendary Agility to avoid the sword thrust. Damage Factor 4 — character will be Near Death (or dead) if hit in the head. This trap is magical in nature, and cannot be deactivated without dispelling the magic (and hence any possibility of a boon).

Another Brick Through the Wall

Fair Perception to spot nature of the false wall. Superb Reasoning to prevent the grate from activating if located

Grimtooth's Traps Too and Fudge

on a Superb perception to find the activation device. Damage Factor 2 for fake wall. Damage Factor 20 for grate.

Sink or Swim

Fair Perception to notice true nature of the floor. Great Reasoning to disable the floor draining mechanism. Good Perception to discover secret door. Great Agility to avoid being hit by the water. Damage Factor 4 for spikes.

Archimedes Revenge

Superb Perception to spot nature of trap. Fair Perception to find the secret door. Fair Reasoning to prevent secret door from opening if nature of trap and secret door have been discovered. Damage depends on what's behind the secret door.

Shock Treatment

Superb Perception to determine nature of trap. Superb Reasoning to disable. Poor Agility to avoid falling spear; Superb Agility to avoid electrocution. Damage Factor 3 for spear, 8 for shocking damage.

Chapter 2: Corridor Traps

Shower Of Gold

Legendary Perception to divine the nature of the trap (Great Perception will reveal the seam in the floor). Superb Reasoning to deduce a means to disable the trap. Superb Agility to avoid the shower of gold. Damage Factor 4, but characters trapped underneath the shower will continue to take damage until freed or the gold runs out.

Acid Rain

Great Perception to reveal the seam in the floor, Superb Perception to notice the basic functioning of the trap. Superb Reasoning to disable the mechanism. Superb Agility to avoid the damage, otherwise treat the acid as an external poison (Potency = Good, Damage Factor 4).

Wet Pit

Superb Perception to notice the trap, should anyone be looking for it. Great Agility to leap away before the floor falls away. Great Reasoning to disable the trap. For maximum effect, try to convince the players they are in truly desperate straits.

Whipped-Cream Pit

Superb Perception to notice the trap. Once noticed, Great Reasoning can disable the trap. Great Agility to leap away if the trap is triggered. Treat all tasks done within Whipped Cream as one level more difficult.

Moebius Hallway

Superb Perception will notice the nature of the walkway

before long, and if the characters become suspicious, Superb Reasoning will also determine its method. Falling rules apply to characters who step off. Generous GMs will reduce falling damage for characters who prepare themselves or attempt to put themselves nearest to "vertical."

Now You See It, Now You're Dead!

Superb Perception to notice the mirrors. Once suspicious, Superb Perception can discover the nature of the trap and avoid it. If sprung, Superb Agility can twist and ricochet the character so as to avoid all significant damage, otherwise the Damage Factor is 6.

Suspension Ladder

Great Perception will notice the nature of the upper rungs, hopefully before the trap is sprung. Superb Agility can grasp the ladder as a rung falls away. Superb Reasoning can disable the mechanism once it is discovered (requires Superb Perception and a search, which might be difficult if the trap has been sprung!) Damage as per a 40' fall.

Step This Way, Please

Superb Agility can dodge the jet of flame. Superb Reasoning can disable the trap, but since the "secret" of the trap isn't the pressure plate but instead what happens when the door opens, the characters may be injured regardless. Superb Agility is required to avoid the post. Damage Factor 4 for the flame, Damage Factor 5 for the post.

Fore!

Superb Agility to avoid the oncoming boulder (Damage Factor 6). Superb Perception can locate the trigger if sought, and Superb Reasoning can disable it.

Beware Flash Flood

Great Perception will notice the bell Superb Reflexes to cross without causing the bell to ring (increase difficulty if more than one character is moving across the bridge at once) Once the bell is reached, it can be disabled with a Mediocre Reasoning roll. Superb Perception (again, assuming range of vision) will notice something odd about the ceiling.

We All Fall Down

Great Perception will notice the floor seam 20' from the door. Superb Perception can find the mechanism, which can be disabled with a Good Reasoning roll.

Beer Barrel Stairwell

Superb Perception to notice the trapped step. If sprung, wrenching the trapped leg free before the barrels hit requires a Good Strength roll (one chance only) and causes a Scratch. Characters not trapped can avoid the barrels with Great Agility rolls. A trapped character can free himself without injury if there's no hurry. Damage Factor 5 for barrels.

Grimtooth's Traps Too and Fudge

Hit 'Im Where He Ain't

Superb Perception to find trap if searching. Good Reasoning to disable. If sprung, Great Agility to avoid (Good Agility if the character jumps forward.) Damage Factor is 5 either way, but impaling yourself is more embarrassing.

I'll Take A Stab At That

Damage Factor is determined by the character's own attack, handled as an Unopposed Action (the character's not expecting to be stabbed in the back!) with Difficulty Level Mediocre. Magical senses may notice the nature of the trap.

Oil's Well That Ends Well

Great Perception will notice something odd about the room's paneling. Magical senses might notice the wall over the pit or the invisible walkway. Damage Factor is 10.

Russian Roulette Stairway

Good Perception will reveal the odd construction of the stairs as extremely suspicious. Superb Perception can find the trigger stairs, and Superb Reasoning can disable once found (or common sense can avoid them.) Great Agility can avoid damage from each trap, and each damaging trap has Damage Factor 3.

Spring Slab

Great Perception will notice the suspicious stone (not to mention the dark spot on the ceiling...). Damage Factor is 10, Superb Agility can leap off in time.

Bee-Hive Trap

Superb Perception will detect the trigger. If sprung, each character that doesn't have sufficient cover (such as another character!) will suffer Damage Factor 5.

The Double Scythe

Superb Perception to detect the trigger (the grooves for the scythes may be noticed with Good Perception). Great Reasoning to disable the trigger. A Great Agility roll is required to dodge each blade. Damage Factor is 6 for one blade, 10 if struck by both.

The Pendulum

Superb Perception is required to notice the trap or detect the trigger. Superb Reasoning can disable the trigger. Damage Factor is 10. Play up the effects of the non-lethal damage, depending on where the character was struck.

Pyromaniac's Comet

Damage Factor 6 if the gas explodes. Note that a dropped torch, or one carried by a short character, will also touch off the gas.

There and Back Again

Great Perception will notice the trap (skeletons amid the spikes might serve as a clue). Great Reasoning can prevent it from triggering. Damage Factor 5 if impaled. Hints of potential treasure amongst the skeletons can invoke player greed, making the characters easy prey.

The Mangler

Great Perception will notice the spearholes. Great Perception can detect the trigger, and Good Reasoning can disable it. Superb Agility can avoid damage, otherwise it is Damage Factor 10.

Rocky Point

Good Perception will notice the trapdoor. Superb Agility to avoid falling. Damage Factor depends on depth of pit — doubled due to the boulders, plus 2 for spikes.

Only Time Will Tile

Superb Perception to discern the nature of the floor. Great Agility will save a character from falling through the plaster. Damage Factor is as per distance fallen.

Meet the Pit

Magical senses may detect the illusion if the far side is disguised with an illusion rather than mechanical means. Superb Agility to save oneself from a fall. Damage Factor as per falling, plus 2 for spikes.

In Case of Fire

The best way to escape this trap without magic is to avoid it entirely (Good Perception or Reasoning to discern nature of black rocks; Superb Perception to notice the Orc with the lantern). Superb Agility will avoid damage only if the character is near the entrance when the trap is sprung. The trap is almost certainly fatal otherwise (Damage Factor 10 for each successive damage-inflicting circumstance).

Too Many Tentacles

Superb Perception to notice the cracks in the steel wall if examining it. Tentacles have Combat Skill Fair, Damage Factor 1 plus Poison (Potency=Fair, Effect = Damage, Damage Factor 4). Great Perception to notice each pressure plate, including the one that springs the steel wall trap. Damage as per trap sprung by pressure plate (falling damage for pits, etc.). Great Agility to avoid any sprung trap, except for the steel wall, which requires Superb Agility to leap up into the tentacles above to get out of the way. If pushed through the gelatinous wall, it's a matter of swimming to the surface (Great Swimming skill needed) while avoiding or defeating the kraken.

Chute the Loop

Great Perception to notice the trap before falling into the chute. Good Agility to avoid falling into it. Legendary

Agility needed to climb back up the chute before succumbing to the loop portion of the trap.

Amazing Ginsu Chute

Great Perception to notice the chute, Good Agility to avoid falling into it otherwise. Legendary Agility to climb back up the chute. Damage Factor 10 if character doesn't manage to slow descent before the split and isn't wearing solid armor.

Dead End

Great Perception to notice the chute, otherwise Good Agility to avoid falling into it. Great Perception to notice guillotine blade, Legendary Reasoning (and some means to stop descent) to disable it. Damage Factor depends on length of chute (treat as Falling except decrease Wound severity by one level). Damage Factor 2 for spikes.

Emergency Exit

Superb Agility to grab the edge of the chute before launching into the air at the exit end. Legendary Agility to climb back up the very long chute.

Chuting Gallery

Great Agility to land gracefully and ready to fight or dodge. Combat difficulties and damage factors as per monsters in barracks.

Chapter Three: Door Traps

Double Trap

Superb Perception discerns the true nature of this trap, though a kind GM might lower this by one if the player specifically states that the character is checking the door. Superb Reasoning disables the trap, but any result of Fair or worse sets it off. A Great Agility check avoids the Damage Factor 9 smash/spike combo.

Sandman/Doorman

Superb Perception spots this trap. Superb Reasoning disables it, but any result of Poor or worse will break the glass doors and start the reaction. The sleeping gas has Great Potency but causes no damage; affected characters will sleep for ten minutes for each level by which they missed their Health roll.

Spring Cleaver

Good Perception to discern the nature of this trap. Superb Reasoning disables the trap, but any result of Fair or worse sets it off. A Great Agility roll avoids all damage; otherwise consider the hand Incapacitated.

Shrieker Shrinker

Superb Perception spots this trap. Superb Reasoning disables the trap. Great Agility to roll under the falling portcullises (Damage Factor 8). Once the portcullises have dropped, Superb Perception may spot the second trap; Superb Reasoning disables it. Great Agility to tumble through the open door and avoid damage. Damage Factor 12 for the stone block.

The Catastrophic Keyhole

Superb Perception spots this trap. Superb Reasoning disables the trap. Great Agility to avoid injury from the Damage Factor 10 explosion, but Superb or better is necessary to avoid blindness.

2x4 Headache

Superb Perception spots this trap. Superb Reasoning disables the trap. Great Agility to duck in time. Damage Factor 7.

What You Don't Know Will Hurt You

This trap should be nearly impossible to detect prior to entering the revolving door. Once inside, Great Perception to spot the pit, otherwise Superb Agility to keep from falling in. Damage as per "Falling," adjusted for spikes, etc.

Backstabber

Superb Perception spots this trap. Superb Reasoning to disable. Great Agility to avoid the pole. Damage Factor 10 plus poison (Potency = Good, Effect = Damage 6).

Chapter 4: Items

They Cried With Their Boots On

Magical senses may detect this trap. Superb Willpower (or Magic Resistance) will allow the character to remove his hand from the dagger, but only a single roll is allowed. Good Agility to remove the boots without difficulty.

Magnetic Armbands

Magical senses may detect this trap. Mediocre Agility avoids dislocated shoulder (treat affected arm as Hurt for penalties and healing purposes). Great Strength required to separate armbands. All skills requiring the use of the hands or arms will be at a –3 while the armbands are joined.

Slime Gauntlet

The only game mechanic necessary to enjoy this magical gauntlet is good old-fashioned roleplaying!

Glue Gems

A Superb Perception roll *might* allow the character to notice "something strange" about these "gems." A Great Alchemy roll will reveal the gems' true nature.

Grimtooth's Traps Too and Fudge

Smokey Torch

Superb Perception to notice the noxious chemicals midway down the torch-head. Good Alchemy can identify. Other than extinguishing the flame early, there is no way to disable this "trap." Once smoking, visually based Perception rolls are at –2 penalty. Noxious smoke acts as poison (Potency = Great, Effect = coughing, choking, gagging).

Scold's Bridle

Magical senses may detect the nature of the crown. Once donned, only the appropriate magic will allow the crown to be removed.

For Someone Special

If a character looks under the cloth, make an Opposed Agility check against the basilisk's Superb Agility. If the character loses, he's turned to stone. A Great Health roll or magic resistance may resist the basilisk's gaze.

Gallium Grapple

Like the other items in this chapter, this is mostly a role-playing hook. Great Alchemy to recognize the gallium and be aware of its properties.

Excaliber Reprise

Radiation poisoning can be handled as a daily Health roll. After exposure for a suitable time (a month is good), require a Health roll every day. Symptoms of radiation sickness appear on a Mediocre result. On a Poor or worse Health roll, the character loses a level of Health as well.

Swiss Army Sword

Great Perception to notice the nature of the hilt. A Good Combat Roll with the sword frees the blade from the rear supports. Great Agility to avoid injury. Damage Factor 3.

Funny Money Trap

This is a magical trap immune to mundane detection.

The Heavy Coins Trap

Superb Perception to notice the coating, though not its function. Fair Alchemy to determine how to remove it.

The 'Don't Sweat It' Polearm

Superb Perception to notice the coating, Fair Alchemy to determine how to remove it. Actions involving the hands (including combat) are at –1 due to inability to shift grip.

Matchless Shield

Great Perception to spot the shield's abnormalities. Great Agility to drop the shield before being injured. Damage Factor 5, all to the shield arm.

The End of Your Rope

Good Agility to release the rope prior to his hands being burned. Treat a burned palm as a Scratch, but it's very painful to hold anything in your hand. Additional damage as per "Falling" if the rope was being used to climb.

Chapter 5: Things

Epoxy Trap

Mostly a role playing situation. Superb Strength can rip the owners out of their footwear, but not break the epoxy.

Napalm Rocks

Great Perception to notice the true nature of the "rocks." Damage Factor 4; flammable equipment may be damaged.

Genius Gold

Mostly a role playing situation. Great Perception might notice something strange after some time.

Spiderweb Fuse Trap

A suspicious character can find the fuses with Superb Perception. Damage Factor is 10.

Miss Moffat Engine of Destruction

Superb Perception to notice trap. Damage Factor 4; flammable equipment may be damaged.

Black Widow Pinata

The spiders are easy to kill, one by one. They are poisonous (Potency = Good, Effects = intense pain and cramping; paralysis and even death in more severe cases.)

Hellevator

Treat Chlorine as poison (Potency = Good, Effects = Damage 4 per 10 minutes; eye, nose, and throat irritation).

The Trojan Dragon

This is a role playing situation. Superb Perception from a charging character, or Good Perception from a character that hangs back, to notice something odd about the dragon. Good Strength to free blades trapped in the dragon mock-up. The rest of the encounter depends on what type of monster is using the dragon to ambush the characters.

Crossed Swords

Superb Perception by a suspicious character will reveal the trap, and Superb Reasoning can deactivate the trap. Damage Factor is 10 to anyone within 5' of the fireplace.

Water that Glimmers, Shimmers, and Kills

Superb Perception to notice something wrong about the water, or Great Perception if light stronger than torchlight is used. Damage Factor 10.

Grimtooth's Traps Too and Fudge

Paranoid Frustrator

This is a role playing hook. Note that increase is in appearance only, not the effectiveness of the item that is altered.

The Eyes Have It

This is a role playing hook.

Fireman's Pole

Treat this as a pit trap, with damage as per "Falling." Great Agility to stop descent before hitting the end of the too-short pole. Superb Agility to climb up the pole.

Tumble Toidee

Treat this as a pit trap, with damage as per "Falling." Legendary Agility to keep from falling into the pit if trap is activated while sitting.

Fibber McGee's Closet of Caltrops

Great Reflexes will avoid all damage. Damage Factor 4.

The First Sign of Danger

Great Agility to avoid being smashed in the face. Damage Factor 4.

Leaping Wizards

Ideally this is a role playing adventure to save the unfortunate character as she sails upwards. Should all attempts be unsuccessful, treat impact with the ceiling as though the character had "Fallen" the distance from the board to the ceiling.

The Accordion Throne

Superb Agility to leap out of the throne in time. Superb Strength check to free a character trapped by the throne. Damage Factor is 8.

The Blotomoto Trap

This is an opportunity for role playing. Contact poison (Potency = Great, Effect = extremely painful swelling). If it becomes relevant, the character is at a –2 to all tasks that require use of the affected limb.

Rigged Mummy

Exploding mummy does Damage Factor 10, reduced for characters farther than 10' away or with cover. Great Agility reduces Wound level by one (Very Hurt becomes Hurt, etc.).

The 101st Trap

Just fudge it!

Sample Monsters

When creating "monsters" for **Fudge,** simply describe them in **Fudge** terms, using only those traits that are likely to come into use during an encounter. Leave everything else to description and role-playing.

Kraken

Kraken are enormous, intelligent, malevolent squid-like creatures. They live in the depths of the ocean, but may come to the surface to hunt and wreak havoc. They've been known to drag entire galleons beneath the waves.

Combat: Good
Attacks: 8 tentacles, beak
Special: Jet propulsion, ink cloud
Scale: 25 (In **Fudge,** Scale measures mass/strength/size; it acts as a modifier to Offensive and Defensive Damage Factors. Humans are Scale 0 in most **Fudge** games. While the Kraken's size makes it hard to kill, it cannot exert its entire mass in combat — hence the disparity between its Offensive and Defensive Damage Factors.)
Offensive Damage Factors (includes Scale):
  Tentacles 10
  Beak 10
Defensive Damage Factors (includes Scale):
  Body and Head: 25
  Tentacles: 10
Combat Notes: Once a Tentacle hits a character, it can grab and hold, continuing to do 4 points of squeezing damage each combat round. Wounds inflicted on a tentacle affect that tentacle only, not the beast as a whole. Wounds inflicted on the body and head *do* affect the beast as a whole. The Kraken can eject a cloud of black ink, causing Terrible Visibility in the area.

Orc

Orcs are humanoids that subsist mostly by raiding and pillaging other communities (human or otherwise). They are hairy, brutish, and tusked.

Combat: Fair
Attacks: By weapon (battleaxe, shortsword most common)
Special: Some orcs may use primitive magic
Offensive Damage Factors: By weapon
  Club: +1
  Shortsword: +2
  BattleAxe: +4
  Add Strength bonus if individual is particularly strong
Defensive Damage Factor: By armor, plus Toughness +1
  Unarmored: +1
  Leather Armor: +2
  Heavy Leather Armor: +3
Combat Notes: An orc's combat style depends on brute force rather than finesse or skill.

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—List of Contributors—

WHAT, *CONTRIBUTORS?* I PREFER TO CALL THEM *"VICTIMS."*

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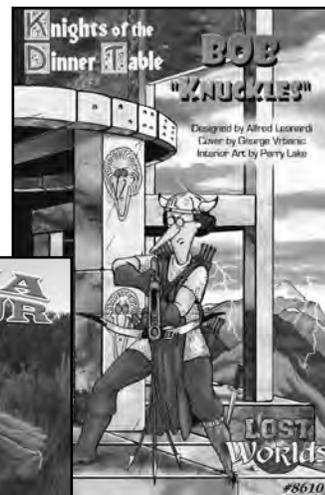Winged Gargoyle - $5.95
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Female Barbarian with Axe
Character Creation & Model: C. Calhoun

"Arafael"

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Costume: Vicki Davis
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FBI-8615

Knights of the Dinner Table BOB "KNUCKLES"
Designed by Alfred Leonardi
Cover by George Vrbanic
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IN OTHER WORDS, THE TROLL IS BACK!

The 102 traps within this book have been presented without game mechanics of any kind; the nature, cause and effect of each trap has been thoroughly described so that any game master may introduce these devices of delver destruction into his or her campaign easily.

For example, **The Wet Pit.** This is a simple pit which

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opens beneath the feet of a delver. As soon as the delver is trapped inside the pit, it begins to fill with water, bars spring across the top, and the walls begin to creep together.

However, just before the delver is drowned and pulped, the trap resets itself - the water drains out, the walls return their original positions, and the bars withdraw. A handy ladder then pops out of the pit wall, but suddenly. . . (continued on page 20)

Included in this new edition are 9 pages of material provided by the talented folks at Grey Ghost Press, Inc., which explain how to use all these traps in the "Fudge" system. Fudge is a customizable role-playing game, perfect for game masters who like to tinker with rules, and one of the many systems for which these traps are singularly appropriate!

IT'S A GAS!

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