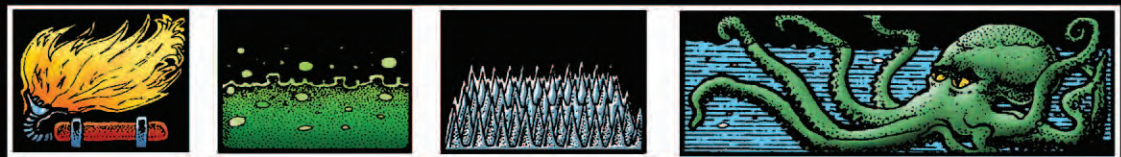
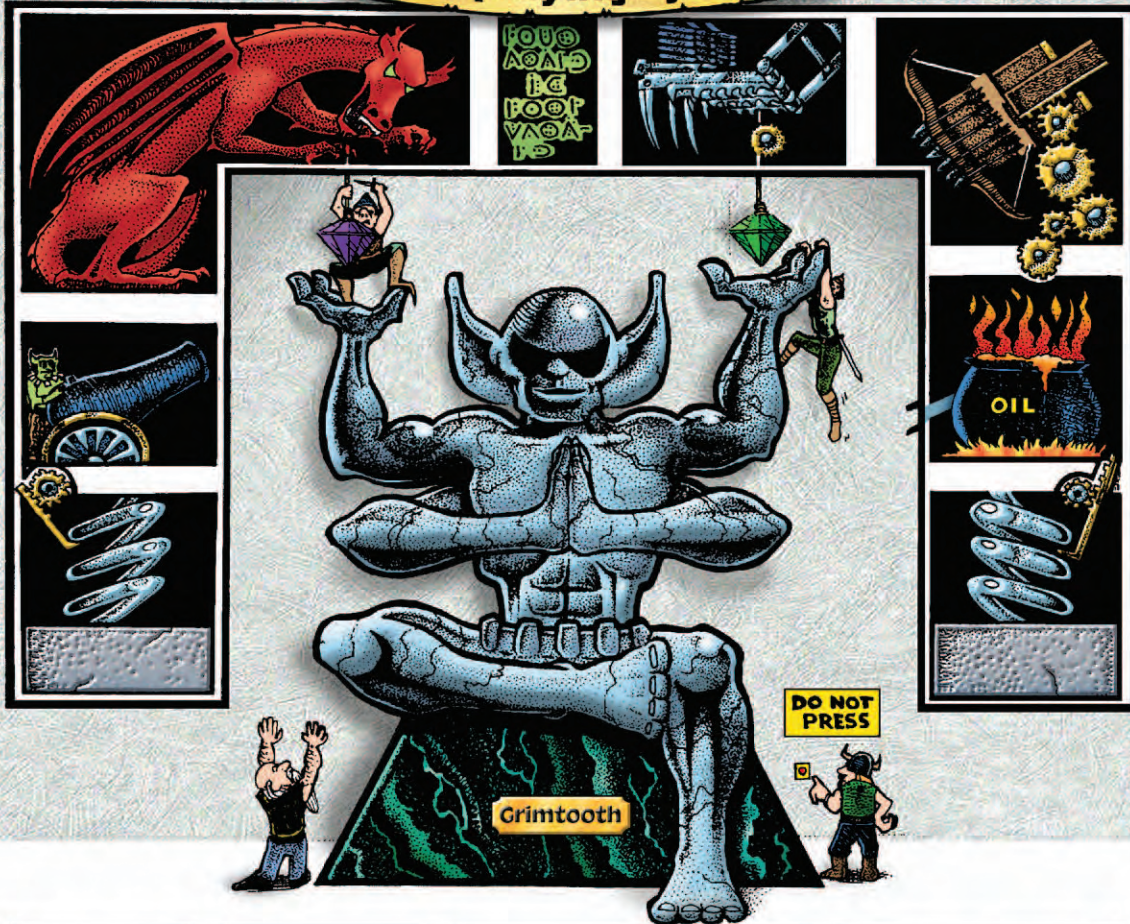


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TRAPS FORE

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



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FOR USE WITH ANY
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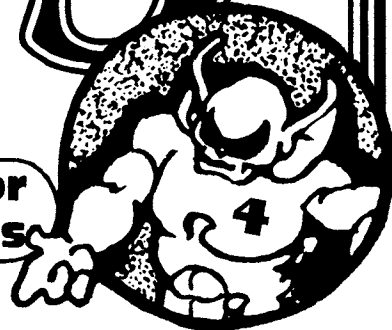


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TRAPS FORE

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

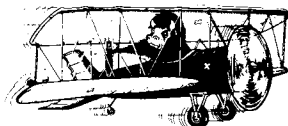


*an anthology of agonies
compiled with fiendish glee and tender care
to accelerate the execrably lethargic
extinction of the miserable creatures who,
in their temerarious fits of egotism,
have the audacity to style themselves Heroes.*

edited by
Elizabeth T. Danforth
Michael A. Stackpole

cover & new artwork by
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illustrations from the 1st edition by
Michael von Glahn



Published by Flying Buffalo Inc.

Second Edition - 1990 ● Digital Remaster 2011

Printed in the USA

ATTENTION



The traps in this booklet are designed for game purposes only. Actual construction of these traps might prove harmful, and such construction is strongly discouraged.

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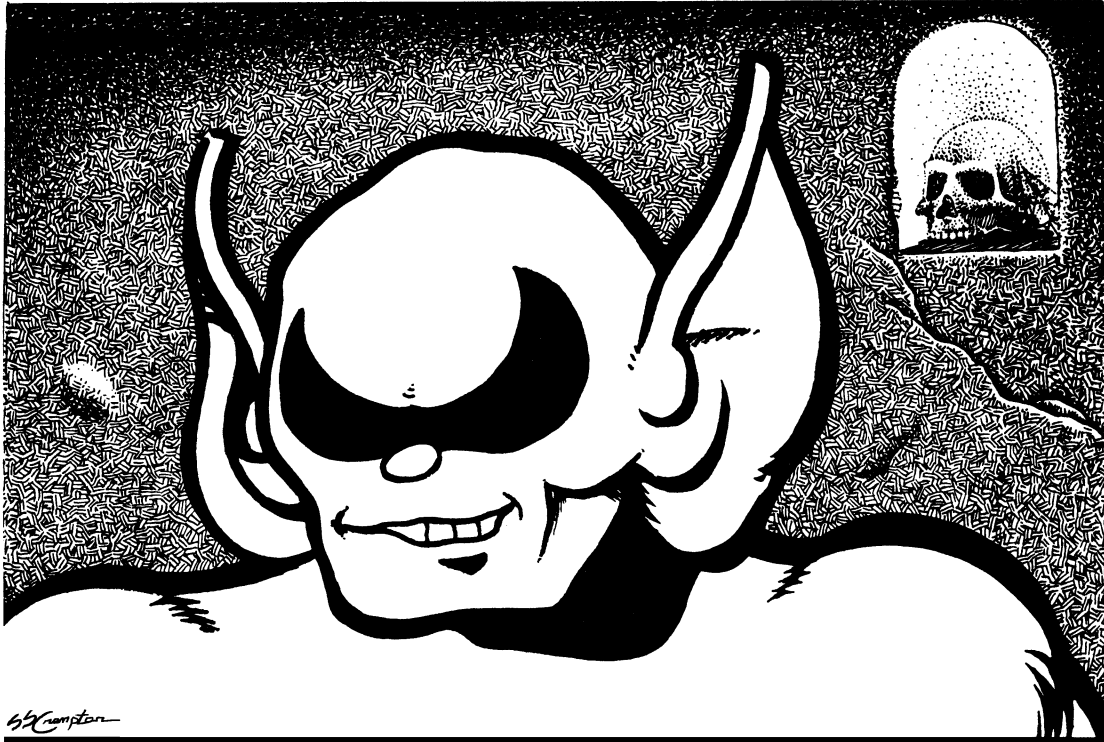
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A Word From Grimtooth



Here, for your edification and delight, is another volume of traps. Each of these traps has a full description that should make its intricate workings obvious to even the most careless of readers. The skull rating located next to each trap is equally as simple - the more skulls you see, the deadlier the trap is.

This brings me to a nagging, painful problem that some of you seem to have when dealing with my previous books on traps. Many of you seem to think the traps are *too deadly*, as if such a thing were possible. Many of you continue to think this way, even after I carefully explained you could adjust and customize the traps yourself to dull or possibly whet the lethality of each offering.

At times I am left to wonder why I even bother to share my wisdom with you, when you so callously ignore it.

Any fool can kill adventurers with incredible ease, and perhaps my traps have merely given them new and more complex weapons. If this is true, it is a pity. I have found killing not nearly so much fun as terrifying.

The most delicate and vulnerable part of any delver cannot be armored, it cannot be strengthened by magic or regrown after drinking a potion. I speak of course of the character's ego. All too often it is forgotten and left unmarred by Dungeon Masters who scarcely deserve such an honored title. It is to the pursuit of ego shredding that this new volume of traps is dedicated.

Some of you have asked where my third book of traps is. To start this book off right, and show you how fragile egos actually are, I've forced one of my human aides to humble himself and reveal how HE blundered and lost my third tome. I hope you find it as informative as he finds it humiliating.

But enough of that. Please, sit back and prepare to discover the joys of inflicting etherial as well as physical damage. Steel cuts well, but ridicule cuts deeper, and the scars, while invisible, hurt nonetheless.

— Grimtooth



Grim

A [sic] Humiliating word from the Editor

Despite what Grimtooth said in his editorial, ah, I'm not really to blame for the third book vanishing like that. Um, I just drew the short straw and was forced to write this explanation and apology to you.

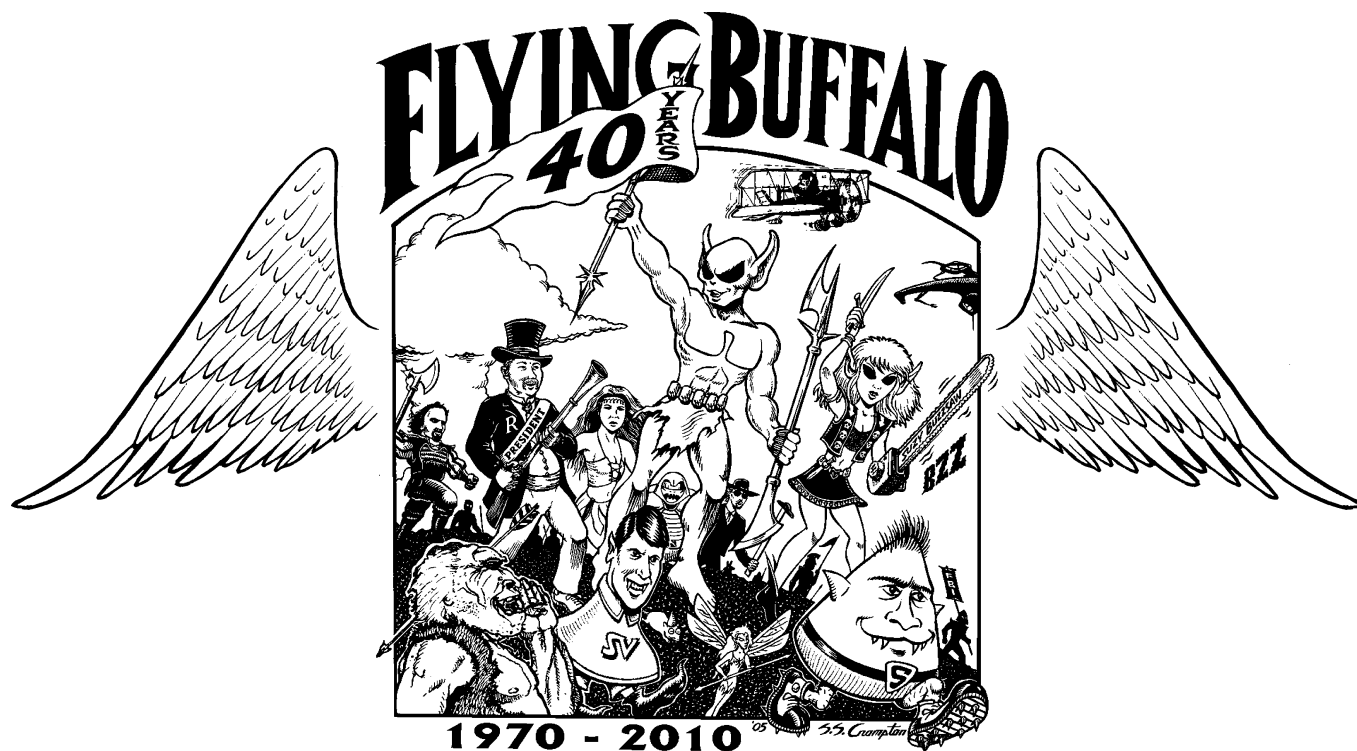
Back when we'd finished the third book, we were joking around and suggested that we send a couple of proof copies (pre-publication copies of the book) to certain foreign and domestic intelligence agencies. I thought we'd get letters back thanking us, and we could use them in advertising; you know, "The book with traps so horrible the FBI refused to buy it," kind of stuff. I thought it was a good idea, and with Grimtooth's begrudged blessing, I sent the books out.

Grimtooth went off on a well deserved vacation, we sent the book to press, and I waited for letters from the agencies. I didn't get letters: I got action.

Before we knew it, a US agency - acting illegally within the borders of the US, I might add - descended on our offices and took all our copies and files for the project. Then the printer called and said bunches of guys with funny accents hit him and took all the printed copies of the book, his plates, and the negatives! Inside an hour, all traces of the book were gone.

Needless to say, Grimtooth was not happy. He stormed around the offices and I said we could sue to get the books back, but he only glared at me and said he'd take action. Now, no one here believes that the release of a secret CIA guerrilla manual, and the death of a Soviet leader were more than coincidentally connected in time to the Traps fiasco, but Grimtooth has been grinning like a saber-toothed cat since then, and I guess your having this book in your hands proves he got some sort of a message across to the right people.

We have been informed that the third traps book will be declassified in the late 1990's so maybe we can get it to you after all. Until then, you'll just have to be content with the fine collection of traps right here. --Michael A Stackpole



A Message from the Publisher

The above was an amusing joke when we wrote it back in 1986. However, with the invasion of the Steve Jackson Games offices by the Secret Service this year, along with the confiscation of all copies of their planned GURPS Cyberpunk game book (under the claim that it was a 'handbook for computer crime'), suddenly the joke is less funny. It was just a joke. Honest. There was no third book of traps. And the above joke (printed in 1986) was not a psychic prediction by Flying Buffalo that such a raid was going to happen to someone in the game industry. And for that matter, the fact that in 1987 we printed a map for our World Wide Battle Plan play by mail game that shows Iraq and Kuwait as one country was also just a coincidence. Trust me on this. There is no world wide conspiracy, and I am definitely not part of it.

Flying Buffalo is not a front for the CIA. Nor the FBI. Or even the KGB. Really. Definitely!

-- Rick Loomis

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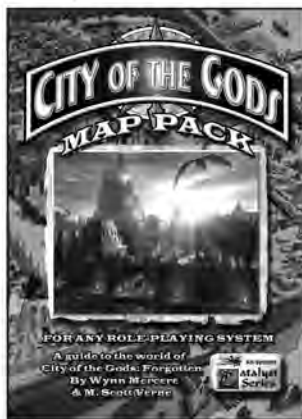
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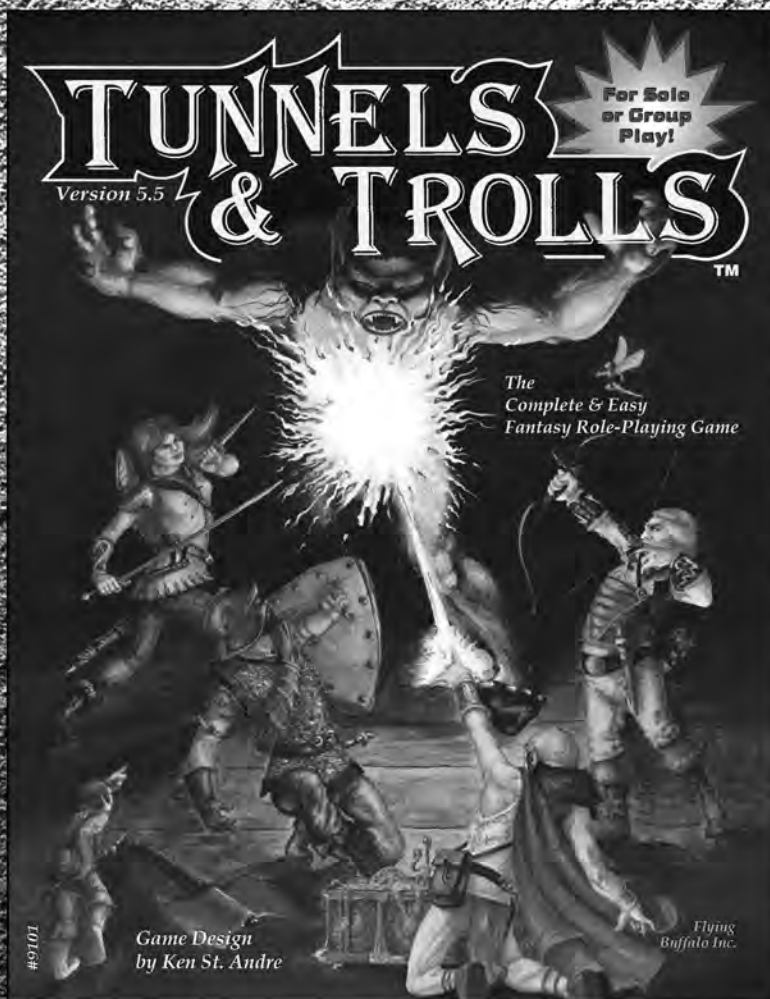


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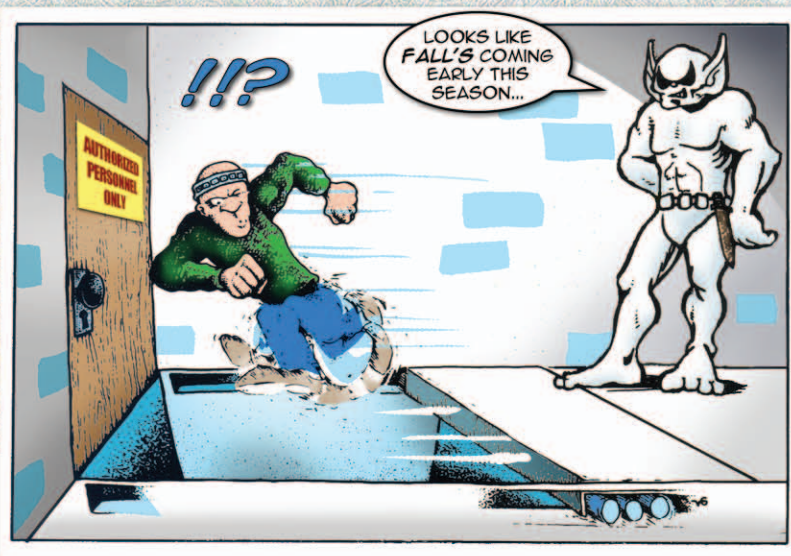
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