

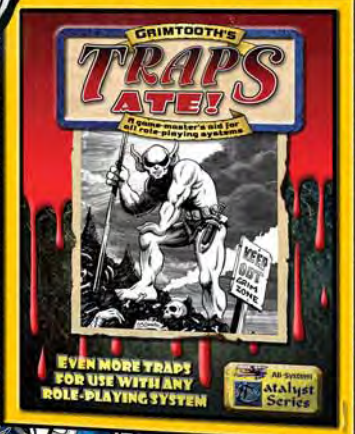
# GRIMTOOTH'S ULTIMATE TRAPS COLLECTION



101 traps for use with any role playing system



101 MORE TRAPS FOR USE WITH ANY ROLE-PLAYING SYSTEM



EVEN MORE TRAPS FOR USE WITH ANY ROLE-PLAYING SYSTEM



101 MORE TRAPS FOR USE WITH ANY ROLE-PLAYING SYSTEM



101 MORE TRAPS FOR USE WITH ANY ROLE-PLAYING SYSTEM

S.S. Compton ©14

**BBZZZ!!!**

Over 500  
Traps for  
Any RPG!





Grim

**GRIMTOOTH'S**  
**ULTIMATE**  
**TRAPS**  
**COLLECTION**

*A gigantic collection of over 500 awesome engines of destruction, delver dicers, character crushers, adventurer anxieties, minion munchers, hero harangers, general tricks, traps, and other rare and dangerous items for use in defending game master treasures!*

By GRIMTOOTH the TROLL

*Foreword by Harley Stroh  
Interview by Jim Wampler, Rick Loomis,  
Paul Ryan O'Connor & Bear Peters*

*Graphics & additional material  
by Steven S. Crompton*

*New material edited by Joseph Goodman*

*With art by Steven S. Crompton, Liz Danforth,  
Michael Von Glahn, Steve Jackson,  
Jim Wampler & Jeff Dee.*

*Additional credits for original books as  
indicated in individual credit pages.*



**Published by Goodman Games**  
[www.goodman-games.com](http://www.goodman-games.com)



***“Don’t steal anything... or else!” Grimtina***

All new material in this volume is copyright © 2015 Goodman Games, produced under license from Flying Buffalo, Inc. All rights reserved. Grimtooth and associated imagery are trademarks of Flying Buffalo, Inc. Original Grimtooth works are copyright of Flying Buffalo, Inc., as indicated in scans of each volume, and published under license. No material in this work may be reproduced without explicit permission of Flying Buffalo, Inc.

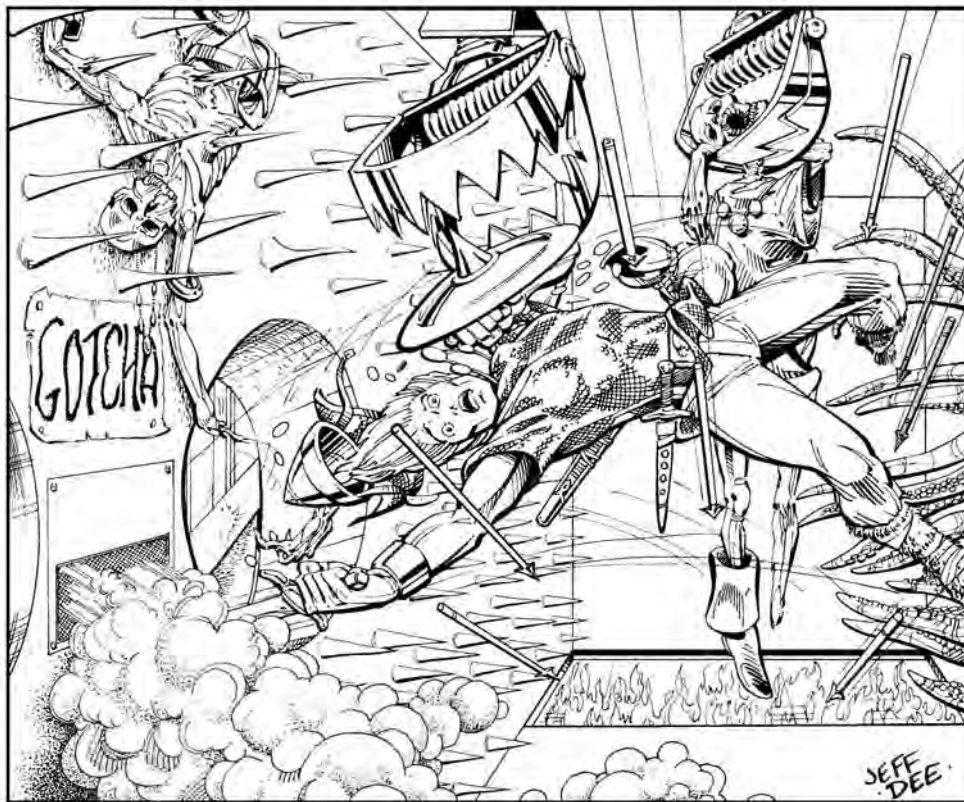




# TABLE OF CONTENTS



Table of Contents.....	Here!
Foreword.....	4
Interview: Grimtooth & Friends.....	5
Grimtooth Letters & Submissions .....	13
The Grimtooth Traps Boardgame?.....	17
Traps Cover Lost & Found .....	20
Traps Covers Around the World.....	21
Traps Cover Gallery.....	24
Grimtooth's 250,000 Traps?.....	29
Grimtooth's Traps (One).....	31
Grimtooth's Traps Too.....	97
Grimtooth's Traps Four.....	189
Grimtooth's Traps Ate.....	267
Grimtooth's Traps Lite.....	355
Grimtooth's NEW Traps .....	437



*First time ever: The original black and white cover illustration for Traps Too by Jeff Dee, with no tones or shading.*

# Foreword

By Harley Stroh

**W**arning, dear reader: *This book is a trap.*

*Within you will find the occult renderings and mad scribblings of a monster responsible for the deaths of thousands. Between these covers are more than 500 traps, tricks and ruses, created over the span of three decades and collected for the first time for your grisly amusement.*

*No greater catalog of gruesome death and dismemberment exists in all the Known Worlds.*

\* \* \*

Of all the tools in a judge's arsenal, the well-executed trap is the worst. Monsters - be they immune to mundane weapons, titanic in size, or fearsome in their wrath - can all be undone by clever players, usually with not much more than a mule and a barrel of flammable lard. Monsters are quantifiable; if something has hit points then it can be killed. If not today, then perhaps tomorrow, with better tactics and more mules. (There is a reason gods should never be given stats.)

But not traps. They are a betrayal of the player's imagination: when the safe corridor or chamber they had pictured in their minds is revealed - all too late - to conceal their doom. Worse is the realization that a beloved character's death could have been avoided with different choices - now obvious in hindsight. Every veteran dungeoneer has experienced this initial disbelief and frustration, emotions that eventually mature into a cagey wariness and understanding of a simple truth: In the dim light of a flickering torch, anything could be a trap.

But with experience also comes the wisdom that any trap can be averted through clever, creative play; that with attention to detail and the proper application of a 10' pole, even Sezrekan's famed Passage of Ten-Thousand-and-One Dooms can be discovered, dismantled, and finally repurposed. (Spikes with no-save poison, you say? I order the hirelings to affix them to my shield.)

At this level, the crime isn't in a trap being deadly, but in being boring. When your players have honed their wit to a razor's edge and hang on your every word in the hopes of gleaning a vital clue, another pit trap simply won't do. When their PCs

drive helpless livestock (or hirelings) into the dungeon before them, pour water over flagstones in search of trapdoors, and question whether the smoke from their torches is being driven by the faintest of drafts, that's when it is time for Grimtooth's Traps.

Herein, you will find what you seek: the devious and the demented; traps that encompass entire rooms, or can be concealed within a keyhole; traps that hide in plain sight, and traps concealed behind traps. All rendered in sufficient detail to ensure that they can be defeated and circumvented by cautious play, while offering death in ways never before imagined.

And a trap that can't be imagined by a character (or his player) is a trap that can kill.

\* \* \*

*If you read this far, is already too late.*

*This tome is perhaps Grimtooth's most nefarious creation: a temporal trap in the guise of a guide. Turn these leaves, decipher these runes, and you will find that entire hours and days have vanished from your life. In their place you will find that the spirit of Grimtooth himself has found a home.*

*Five hundred traps? That might satisfy an apprentice or journeyman. But surely the world could use just a few more. And before long you will be doing HIS work, designing your own ever-more fiendish traps to inflict on PCs the Worlds over.*

*We have been warned.*

- Harley Stroh, October 2014

---

*Harley Stroh has designed dozens of adventure modules for the Dungeon Crawl Classics series, including several with nefarious traps inspired by a longtime appreciation of Grimtooth's work. The DCC series has more than 80 adventures in print as of this writing, and Harley's fearsome traps have been hard at work killing characters since Dungeon Crawl Classics #12.5: The Iron Crypt of the Heretics. Harley lives in Colorado with his wife, his dog, his daughter, and far too many gaming books.*





COME ON IN.  
I'VE RUN OUT OF  
*DELVERS* TO  
PLAY WITH!

GRIMTOOTH'S  
**ULTIMATE**  
**TRAPS**  
COLLECTION

**500 of the World's  
Greatest Traps!**  
For Any Role-Playing Game

Five classic *Traps* books collected in one volume, giving you over 500 engines of destruction, delver dicers and player character crushers. Now remastered and with new art by original *Traps* artist Steven

S. Crompton. This collection also includes an entirely new section of never-before-seen traps

from Grimtooth's archives, along with behind the scenes articles on the origins of Grimtooth and the *Traps* phenomenon. Plus rare art, Grimtooth comics, Trap puzzles and more!

