

GRIMTOOTH'S

TOMB OF THE WARHAMMER

By Ken St. Andre
& SS Crompton



COMPATIBLE WITH
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RPG**

GRIMTOOTH'S
TrapSylvania
ADD ON ADVENTURE

GRIMTOOTH'S TOMB OF THE WARHAMMER

A Level 4 DCC RPG Adventure by Grimtooth

As told to Ken St. Andre & Steven S. Crompton



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INTRODUCTION: A MEETING WITH GRIMTOOTH



rapsylvania is a small kingdom ruled over by Grimtooth the Troll, the world's most famous creator and designer of traps and delver killers. The party can travel accidentally into this realm via a mountain trail.

After traveling in for a mile or so, they will be confronted by a large contingent of troll and orc soldiers and are soon captured. After being questioned and because they put up a good fight, the party is taken to Grimtooth's castle and are soon escorted to a large finely decorated room with a huge ebony desk in the center of it. Sitting in an opulent golden throne sits Grimtooth. Some of the adventurers may have heard of him as a figure of legend, never thinking they would meet this icon of destruction. Grimtooth leans back in his chair and takes a long look at the motley crew, as if sizing them up.

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

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

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

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

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

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

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

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

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

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

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

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

INSIDE THE LEATHER ENVELOPE

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

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

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

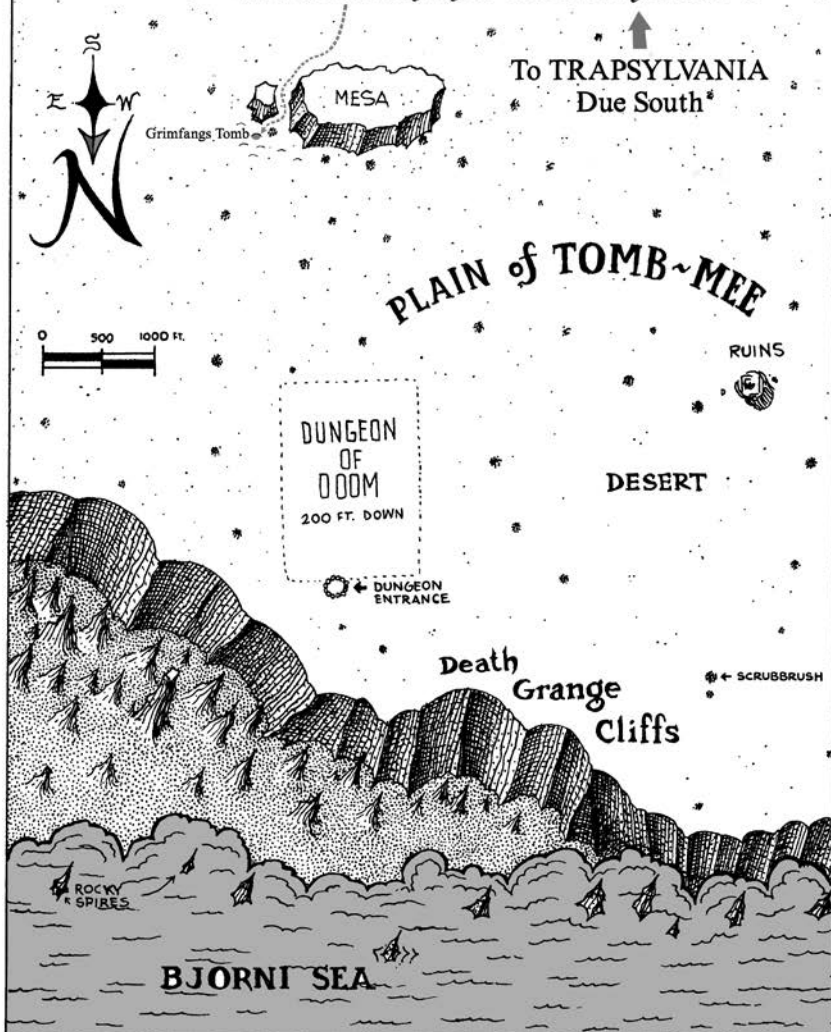
Item #3: Letter from Grimtooth about his parents, Grimfang the Troll King & Yidhra, Goddess of Dark Dreams (see page 6)

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



From the Desk of Grimtooth the Troll

Head North from Trapsylvania through the Forest of Doom. Travel 4 days ride due North til you find the high mesa. Then follow the edge of the mesa cliff east. Look for the 7 monoliths, the Tomb of Grimfang is the nearest earthen mound. Entrance is excavated and there are warning signs. That means you made it.



* with a little help from *St. Crompton*

A Letter from Grimtooth about his parents, Grimfang the Troll King & Yidhra, Goddess of Dark Dreams

By Grimtooth

Hmmm... It seems only fair that I should give you a little history about our father, Grimfang.

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

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

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

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

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

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

I have a standing reward of 10,000 gold pieces for anyone who can find my father's family warhammer. It was perhaps taken by the elves or others as a trophy of war and has never been seen since. It is quite distinctive—made from mithril, and carved with tentacle designs and the symbol of Yidhra, as it was a gift from her. It is also charmed with a protective spell that deflects half the energy used against it. Certainly anyone who brought it to me would be in my good graces. I might spare their friends' lives or owe them a favor of some sort...

After Father died, Yidhra came less and less to her temple, perhaps saddened by the loss of her troll mate. We still see her at various times of the year for ceremonies she must perform and we remember the times of old during our celebratory feasting. So if you are here at the right time, you might actually get to meet her. Whether you'll live long enough to tell the tale is another matter...

But enough revelry for now, or I shall be forced to go kill a few thousand elves just out of spite. That's all I care to tell you and my distant past. Here are my father Grimfang's stats as well as I can remember them:

Grimfang, troll leader: Init +24; Atk warhammer +23 melee (10d8 + 25).

A tireless brutal fighter and leader, he always tried to think two steps ahead of his enemies' possible moves. His anger sometimes causes him to make rash choices. Has a great throwing arm, especially when using spears or axes. Very strong.



Grimfang

Grimtooth's father



THE PLAIN OF TOMB-MEE



his is a vast desert—plain, dry, desolate, and with sparse vegetation. Snakes, scorpions, giant lizards, and man-eating armadillos roam the plains in search of food and water. Adventurers count as both. For expedience, assume that the adventurers get through the desert and find their way to Grimfang's tomb.

THE TOMB OF GRIMFANG



he Tomb of Grimfang is a killer dungeon. The logic of the situation demands that it be so. This is not the home of some ragged band of nonhumans who live out in the wild. This is not the plaything of some crazy godwizard who only wants it to be entertaining for him. No, this tomb is a trap for trolls and orcs deliberately created by elves. Elves hate trolls in Grimtooth's part of the world. Any previous elven structures left behind automatically collapse when trolls or orcs enter them, due to subtle enchantments placed upon the very stones of the buildings.

Not only do they want to kill any being that enters the tomb, but they also want that person to suffer as much as possible. The tomb was not made by "good" elves. It was created to be a place of horror and death for any trolls or their friends who try to enter it.

Players attempting this adventure should bring their canniest characters. Low-level characters will certainly die. The judge should be relentless in his attempts to slay the party, but don't do it too easily.

ENTERING THE TOMB

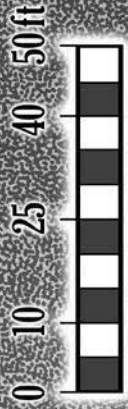
As the party approaches the tomb, they see a low mound, perhaps 30' high sitting by itself on the plain. On the south side of the mound the dirt has been removed to form a "V" path to the tomb itself. The entrance consists of two massive wooden doors about 20' high that meet in the center. Images on the left door show a mighty troll with a warhammer in his hand, standing on a pile of bones. The right door shows a troop of elves, some of whom appear to be wizards and others bowmen, all attacking the troll. The doors are locked shut, and there is no obvious way to open them.

On either side of the doors there are massive stone walls made of pink granite (diorite). In front of the doors is a trench about 3' deep and 3' wide.

Above the doors is a sign written in Elven script saying: "KEEP OUT."

To the right of the doors is a sign on a slab of silver stuck on a post in the ground. This sign is also in Elven script and if translated will reveal: "Here lies Grimfang, great troll enemy of the elves. We slew him, and we buried him with honor, and we

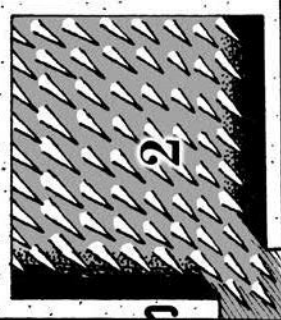
THE TOMB OF GRIMFANG



TOP VIEW:

Note: There is no light source in the Tomb

GIANT SPRING



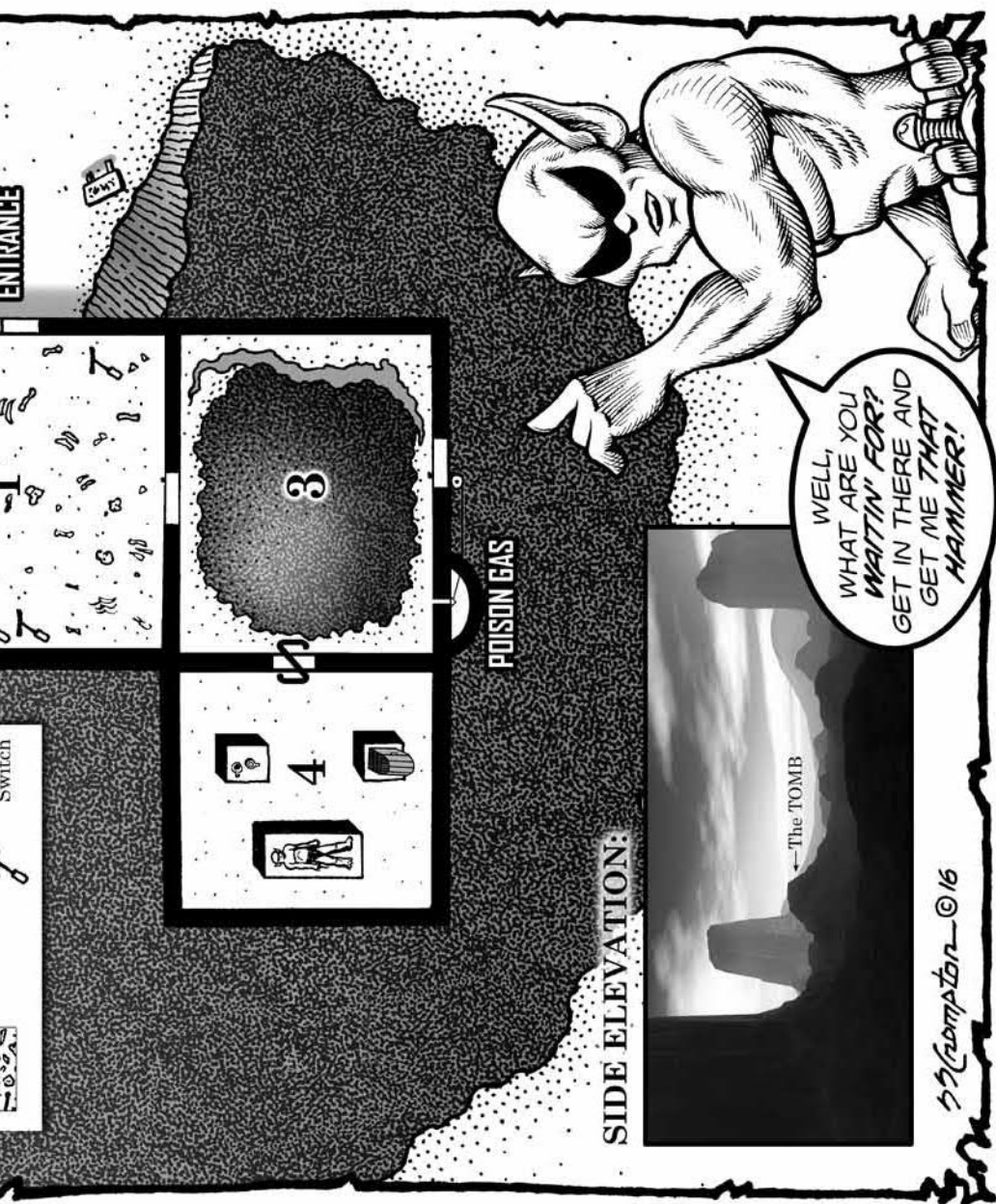
TRAP

TRAP

MAP KEY

- Solid earth
- Door
- Secret Door
- Bones

END PAGE



W. Hampton © 16

pray that he never rises to trouble the elves again. If you would live, do not enter the Tomb of Grimfang.” The sign is clearly enchanted. It shimmers and crackles with mystic energy. Anyone or anything that touches it will be disintegrated.

This doorway is the only way into the Tomb of Grimfang. Getting through the doors is, in fact, easy... One way is to cast a *knock* spell (with a spell check of 16 or higher) and push them open—they swing open inwards on mighty hinges. Elven doors are often designed to open to a verbal command. In this case, should anyone in the party say the magic words, “Let me in,” the doors will swing open by themselves. However, they have to say it in Elven for it work. The doors are heavy and it would require more than a single man to push them open. Opening the doors requires passing a DC 24 Strength check. Each additional PC (beyond the first) pushing a door grants a cumulative +1d to the check. Warriors and dwarves may add their deed dice to the check. Another way to enter would be to simply destroy the doors. They are only made of wood—thick, heavy, massive wood, but they are just wood. Each door takes 100 points of damage to be destroyed. Blunt weapons do -1d damage to the doors, and non-magical edged and pointed weapons (except for axes) gain a cumulative -1d “dulling” penalty to damage for each 20 hp inflicted; a smith may resharpen a dulled weapon and remove the penalty, however. Finally, a skilled thief may climb up 20’ (DC 15 Climb Sheer Surfaces check) to where the tops of the doors meet, and find a latch which may be triggered (DC 15 Pick Lock check).

Area 1 – The Chamber of Skeletons: The tomb is entirely without light sources. The dead do not need light.

Once the doors are opened, light from outside will make the contents of the room visible.

The room is large, some 50’ square. The walls appear to be made of iron, or some other dark, heavy metal. The ceiling is 30’ up and appears to be solid granite. The walls are not featureless, but are embossed with dozens of skeletal figures armed with swords, daggers, and axes. Anyone with the ability to sense magic feels terribly oppressed by all this. The floor appears to be hard packed earth, a bit irregular. It is littered with bones and broken armor. In places it is hard to walk through. An anatomist could tell you that these are all the bones of dead elves.

On the north wall are two levers, each in a slot in the wall. The lever on the left has a crude outline of a troll on it. The lever on the right bears the crude outline of a warhammer.

The levers are designed so that only one can be pulled at a time. If either lever is pulled, an audible click will be heard, followed immediately by a thunderous grinding of stone on stone. Pulling either lever will have two effects: (1) it will make it possible to pull the corresponding lever hidden behind the partially open doors on the south wall, and (2) it will cause the granite walls beside the entrance to slide shut in the trench provided for them. When delvers see the stone slabs sliding shut, they will have 10 seconds to get out of the room, or else be sealed inside. Once the stone doors slide shut, the tomb will be lightless again.

The stone slabs slide together with a noise loud enough to wake the dead. The closing of the doors activates the second half of the trap. The skeletal warriors on

the walls step out of the metal and attack the party. There will be two un-dead skeleton elves for each party member.

Skeletal warriors (2 per PC): Init +2; Atk claw +1d4 melee (1d3) or bronze longsword +1d4 melee (1d7+1d4, mighty deed); AC 13; HD 2d12; MV 30'; Act 1d20; SP un-dead traits, mighty deeds (expose weakness, exploit weakness), d4 deed die, half damage from piercing and slashing weapons, 19-20 critical hit range; SV Fort +1, Ref +1, Will +0; AL C. Old bronze longswords (1d7 damage) and old bronze chainmail (+4 AC).

These skeletons remember their training as level 2 warriors, and coordinate attacks using mighty deeds. Each skeleton has two mighty deeds, each taking effect on a roll of 3 or greater on the deed die. The *expose weakness* deed allows the attacker, or another, to use the *exploit weakness* deed until the end of the attacker's turn in the following round. The *exploit weakness* deed causes an additional 2d3 damage to a target under the effects of the *expose weakness* deed. After a successful *exploit weakness* attack, another weakness must be exposed. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

There are two huge levers set in the floor near the south wall, one on each side of the door. The one on the east side has the figure of a warhammer etched into it, and the one on the west shows the outline of a troll. Moving one from the neutral position locks the other in place. The levers are actually large heavy bars of metal and are as tall as a man. Pulling a lever will open a visible door on either the east or west side of the room. The levers actually move the heavy iron doors which slide back into the wall, and each requires a strong man to move it (DC 14 Strength check). There is no mechanical advantage here – just brute force.

Of course, pulling the big levers may not be a high priority for the delvers at first, as they will be fighting double their own number of un-dead skeletons.

Area 2 – The Hidden Pit Trap: This room is as large as the first. A quick examination of it by weak illumination will only show a large empty chamber. If the light is strong enough, an obvious door with a handle shaped like a warhammer can be seen on the far side of the room directly opposite the entrance.

The floor in this room also appears to be dirt, not quite as hard-packed as the floor in area 1. In fact, the dirt lies on a thin surface of stone, very thin and not very strong. It is perhaps strong enough to support a single man (being) walking on it, though it would wobble and tremble under even a light tread. Too much weight will cause the floor to break and drop anyone walking on it about twenty feet into a pit whose floor consists of row after row of sharp metal spikes projecting upwards from the bottom. Falling into these teeth would be extremely hazardous.

A single PC walking on the floor must make a d10 Luck check (roll equal to or less than Luck score) to avoid the breaking the floor; those with Luck scores of 10 or more will have no problems. If two PCs are on the floor at the same time, then the one with the lowest Luck must pass a d20 Luck check. For each additional PC increase the die for the check, following the chain: d20-d24-d30-d50-d100. Thus, if four PCs are on the floor at the same time, the unluckiest PC must pass a d30 Luck check to avoid breaking the floor. If a dwarf is present, then the party receives a

-1d “bonus” to the checks. Those falling take 2d6 falling damage, plus 1d8 damage from the spikes. Once fractured, the entire floor breaks, dropping everyone (not just the PC with the lowest Luck), and exposing the narrow pathway (see below).

Careful searching (DC 13 Intelligence check) will detect a narrow pathway of solid stone leading from the entrance along the west wall, then along the south wall, then along the east wall up to the opposite door, and beyond it to the north wall. This pathway is only about 1' wide. In the northwest corner there is a gap in the stone ledge about 6' wide. Stepping into the gap would cause a hard fall into the pit below, possibly accompanied by a hard bang on the stone on the way down.

If the party reaches the door on the east side of the room, they will quickly see that the only handle or way to open it is the warhammer that sticks out of the door. It is not a real hammer, but simply a prop. Pushing it to the right opens the door...

But it is not a real door. This is the second part of the trap. Pushing the handle to the right will activate the spring-loaded trap causing a 10' section of wall to violently jab forward, knocking everyone in front of the wall into the pit. A clever thief may detect the trap (DC 16 Find Trap check), but it is impossible to disable.

Careful examination (DC 13 Intelligence check) will reveal that the solid path extends beyond the false door, turns the corner, and proceeds to a dead end that could drop a person into the pit near the northwest corner of the room. At one point near the center of the north wall there is a small, finger-sized, hammer-shaped button on the wall about 8' off the ground (DC 15 Intelligence check to find). Pushing that button will lead to Area 5 – The Hall of Bones.

Area 3 – The Cloud Chamber: When the door from area 1 opens, if the characters have an adequate light source, they might think that they are looking outside of the tomb. They see what appears to be an extensive barren plain stretching in front of them. If their light source is fairly weak, all they will see is some barren ground in front of them. Remember that the room is lightless.

When they step into the room, the characters must make a DC 28 Fortitude save. Those who fail (presumably all of them) feel a sense of great pressure for just an instant—enough pressure to cause 1 point of damage, and a corresponding flash of intense pain. [Judge's note: this is really high-level elven magic shrinking the players to about 1/100 their normal size. Everything they carry is shrunk with them. A character standing outside the room looking through the door as another character entered would see that character seem to vanish.] If the characters look behind them, they will see what appears to be a door leading into the room they just left, and the wall of the room—gray stone that apparently stretches off to infinity around the door. Remember that there is no light source within the room except what the characters bring with them. For simplicity, unless the light source is magical, rule that the range of light scales down with the PCs, so a torch that normally illuminates a 30' radius will illuminate a 3/10' radius instead.

There is no immediate danger inside the room. If the characters explore toward the center of the room, they will find that the land is gradually rising, and there are many large boulders that make it hard to travel in a straight line. They are in fact climbing a high mound of dirt that fills the center of the room. If the characters

were their normal size, the mound would only be 20' high, but at 1/100 of their normal size it will appear to be 2,000' feet high. As they advance and climb the hill they will begin to encounter strange gray trees that tower above them. These are not trees, but mushrooms that grow in darkness. The mushrooms are edible, although the flavor is disgusting.

If they don't climb the hill, but travel south along the wall on the flat part of the room, they will travel about 2,000' and reach a great stagnant slough. Progress to the south is cut off by a great trench of black water with a sulfurous smell to it. When they reach it they will find themselves on a cliff with the water some 50' below them. Off to the side will be the slopes of the hill that fills the entire center of the room.

If they travel to the north along the wall they entered near, they will eventually reach the north wall of the room in about 2,500'. Nothing changes except the direction of travel. Following the north wall for another 2,500' will bring them to an embossed figure of a troll (Grimfang himself, but not in high detail) that is part of the wall. This is in fact, the opening to Area 4 - Grimfang's Resting Place. The statue marks the presence of a secret door (DC 15 Intelligence check to find). To open it, a character must actually pull the troll's nose. In normal scale the nose is 6' above the floor, but it is 600' high to shrunken PCs. However, the statue's imperfections provide great hand and foot holds for a tiny climber (DC 8 Climb check).

Pulling the nose will cause the door to area 4 to open. Stepping through that door will restore the characters to their normal size. It will also cause that moment of intense pain again, and the 1 point of damage.

If they do not find the door or do not open it, they will reach the western wall of the room in another 2,500'. Progressing along the west wall to the south will bring them to what looks like a door, just like the one by which they entered this room. It is, of course, a trap.

The western door is not a real door at all. It doesn't go anywhere. Turning the handle (360' up for shrunken PCs, DC 8 to climb the door) opens the valves above the players' heads (DC 16 Find Trap check, but cannot be disabled) and releases a poisonous cloud of gas into the room. The gas should be a sickly green in color and actually visible to the players if they have any light. It is just slightly heavier than the air in the room and will eventually sink to the ground, affecting the shrunken PCs. Breathing the gas will inflict 1d6 damage to each character per game turn (DC 10 Fortitude save to avoid damage in a particular turn). Players can escape it by climbing the hill, though they will need to be at least 1,000' up to totally avoid it, because it is entering from that level and below through the false western wall. Those judges worried about movement rates and times at the shrunken scale should assume an overland rate of 3 miles/hour (roughly 2,500' per 10 minute turn) over the flat floor, and half that rate for climbing the hill. General antidotes to poison, if the players have them, will be effective against this cloud attack, as will a *neutralize poison or disease* spell, or a 3HD *lay on hands*.

Despite the traps, this room is meant to be a combat room. There are no large creatures in the room, but on the slopes of the hill inside the mushroom forest live vari-

ous worms and insects, mostly beetles and centipedes. The insects will be attracted by the warmth of the characters' bodies. There are hordes of them, but do not have them attack in hordes. Pit no more than 1d6-1 of them against each character per encounter. A worm should be about as dangerous as a wolf; a beetle should be on par with a bear. Worms have no armor, but beetles have a chitinous exoskeleton, making them harder to kill. The worms will erupt from the soil as characters climb or descend the hill. Beetles will jump or fly down from boulders or mushrooms. Although worms and beetles are no tougher than wolves and bears, they are, at this scale, larger than a human or even a troll would normally be—big, scary-looking, dangerous, and seemingly endless.

Worms (1d6-1 per PC): Init +3; Atk mouth grind +3 melee (1d4); AC 10; HD 1d8; MV 40' or burrow 30'; Act 1d20; SV Fort +3, Ref +0, Will +0; AL N.

Beetles (1d6-1 per PC): Init +0; Atk mandibles +3 melee (1d6+2); AC 15; HD 2d8+2; MV 30' or climb 20' or fly 30'; Act 1d20; SV Fort +1, Ref +0, Will -3; AL N.

Players could very well be overwhelmed by sheer numbers of vermin attacking them. The elves built the room as a trap. They set up a primitive ecology that can live in darkness. The judge needs to be merciless in this room. The insects are not afraid of fire. They will keep attacking until all the characters are dead (i.e., do not make morale checks for the creatures). Judges looking for a greater variety of vermin may pull from the DCC RPG core rulebook, referring to giant ants (p. 394), giant beetles (fire, stag, spitting, etc., p. 397), cave crickets (p. 398), giant centipedes (p. 398), and underdark slugs (p. 427). If you don't want to kill them too quickly, give the characters a game turn or two of peace between vermin attacks if they succeed in slaying their foes.

The elves want any intruders here to suffer horribly, and if possible, activate the poison trap waiting for them on the western wall. The only real escape from this room is either back into area 1, or through the secret door into Grimfang's chamber. It is conceivable that characters could tunnel their way out—the floor is only dirt—but it would require digging tools or unusual magic, and a heroic effort, and it would not recover Grimfang's hammer.

Area 4 – Grimfang's Resting Place: The secret door in the cloud chamber (area 3) marked by the bas-relief of the troll leads into another 50' x 50' square room. Remember these rooms are in total darkness unless the party brings light into them. Like area 1, the floor of this room is entirely covered with bones, making it hard to walk and even harder to fight, unless one is large enough to just trample the bones to pieces—say, as large as a troll.

The door isn't secret from inside area 4. Since it opens outward, and seems to be weighted in such a way as to swing shut and latch under its own weight, the best thing to do would be to prop it open in some manner.

80% of the room is empty except for bones on the floor. At the north end of the room are three platforms placed symmetrically. Two of them appear to be cubes of stone about 4' square and each is about 10' from the side walls of the chamber. On the western cube is a large treasure chest full of gold coins. These are ancient elven coins from the looks of them, and they carry a faint trace of magic. There must be

at least 5,000 of them in the chest. On the eastern block is an elven lamp and a flask of oil. This is the only place inside the tomb where the elves left anything to make light. If the lamp is lit, it will burn with a blue flame, and a bitter smell will fill the air, something like burnt meat.

5' past the two cubes is a long stone bier raised about 6' above the floor. It is 16' long and 6' wide, with slightly raised edges. Lying on it is the body of Grimfang the troll. He is 15' tall and wearing chain mail on his torso and legs. The armor is broken in more than twenty places and in each gap is the broken-off stub of an elven arrow.

When the players look at Grimfang they see a mighty, fleshy troll – his skin is not scaly, but he looks a lot like Grimtooth. His flesh should be a light cobalt blue, but is in fact an ashy gray color – that's kind of how the characters know he is dead. There are many scars on his arms and legs, and some burn marks on the armor and his face. In one place the flesh and muscle is entirely gone on the top of his head and bone shows through. His hands are curled into claws, and he has no boots. Anyone sensitive to magic will sense a great malignant spell placed on his body. A really good wizard would know it is a kind of death magic.

There is no sign of the warhammer the delvers were sent to recover.

Although Grimfang is well and truly dead, that doesn't make him any less dangerous. In fact, he is more dangerous, because he is now a lich, bound to stay in this room. He does not breathe, and he does not move, but he is aware of what is happening around him. In one hand he carries a curious dagger whose crossguard is shaped like a figure 8 of heavy iron. This is the *Infinity dagger*, and is another present to the troll from his goddess mate Yidhra. Whoever carries the *Infinity dagger* can see through all illusions and cut the fabric of reality itself. Grimfang will not lightly part with it.

Grimfang is, in fact, the trap here. If the characters try to take the gold, the lamp, or the dagger, the un-dead troll will rise and attack them, and will not stop until he has driven them out of his chamber or killed them all. He is a fierce and almost unkillable monster. Although he is a flesh-and-bone troll, his dead hide has petrified to be almost stonelike in texture (hence the gray color). His trollish regeneration is still strong, and even the greatest wounds will close within a combat round or two.

The treasure in this room is actually the dagger (see below). Characters will need it to beat the illusion/time loop in area 5, but there is nothing to tell them of the dagger's true purpose. The gold is "fairy gold" and will revert to worthless pebbles and chunks of rock if exposed to natural sunlight.

Grimfang, troll lich: Init +12; Atk bite +20 melee (4d8+12) or claw +16 melee (dmg 2d6+6) or *Infinity dagger* +7 melee (1d5+7, dagger effects); AC 21; HD 16d8+12; hp 117; MV 40'; Act 3d20; SP attacks elves first, -2d damage from non-magical weapons, massive regeneration, un-dead traits, immune to critical hits, immune to poison and disease, immune to mind-affecting spells, immune to fire, critical hit table U/d24; SV Fort +20, Ref +10, Will +12; AL C.

Grimfang is cursed in un-death to guard this tomb, and will most likely annihilate a party that tries to go toe to toe with him without strategy or guile. He divides his action dice equally between his bite, claw, and dagger attacks (see *Infinity dagger* details below). He prioritizes elves as targets, and attacks them solely until they are dead or have left the room. The massive troll's hide is almost stone, with non-magical weapons inflicting -2d damage. His regenerative abilities are legendary, and allow him to recover 4d8 hp at the end of each round, including the round he is killed. He does not regenerate wounds from acid, holy water, or lawfully-aligned weapons. As un-dead, he is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage. However, it is a small consolation that his passage to un-death has removed him of his trollish stench.

Grimfang is only a lich — an almost mindless engine of destruction — but he still remembers his family. This is where the biography of Grimfang and Yidhra in the envelope may help the adventurers to name people and things that Grimfang might remember. If the players invoke him with the name of either Yiddhra or Grimtooth he might stop fighting long enough to answer some questions. He could tell them the powers of the *Infinity dagger*, but he will not willingly surrender it. The family names will not hold him at bay for long — perhaps 5 minutes of game time — then he will go back to killing everything in the room with him.

The best possible outcome for this room is for the players to somehow take the *Infinity dagger* (perhaps disarming Grimfang with a mighty deed) and escape back out the way they came. Grimfang will not follow them out of the room.

Infinity Dagger: This iron weapon is halfway between a dagger and shortsword in length. Its origins are unknown, though its most famous wielder was the halfling legend, One-eyed Lucky Lucinda, she of the last word. It has the following properties:

- +1 *dagger* (1d5+1 damage)
- Disperses effects that warp space and time (teleportation, time-travel, etc.) equivalent to a spell check result of 30 or less.
- Imparts a +2d bonus to disbelieve illusions (save is automatic, PC need not declare an attempt to disbelieve).
- On a critical hit with the dagger (not a backstab attack, unless a natural 20 is rolled), the wielder may attempt to alter the effect of one roll that has occurred in the past round, or will occur within the next round. The player rerolls the roll in question, whether it was that of himself, an attacking monster, or a party member, and may choose to substitute his own roll for the original result. If he chooses to alter a roll that will occur, rather than one that has occurred, the PC must choose by the end of his turn in the next combat round, or the opportunity is lost.
- The *Infinity dagger* communicates via empathy, and desires to traverse time and space until held again by its creator, Atropos, one of the Three Fates. The dagger urges the wielder in any behavior (e.g., undergoing patron bond to the Three Fates) that will bring it closer to this goal.

Area 5 – The Hall of Bones: The hidden door on the north wall of area 2 leads to the hall wherein the object of the quest is waiting. The door leads into a corridor about 15' wide and 100' long, and 30' high. The air in the hallway is stagnant, very dry, and hard to breathe. The floor is covered with thousands of bones. The hall is lightless. At the 20' mark and the 60' mark, the floor becomes a pressure plate 10' wide and 10' long (DC 18 Find Trap check). Stepping on either plate activates a ceiling trap which causes the whole ceiling above that section of the floor to come crashing down to the floor with a terrible clang, crushing and killing everything it hits. It then returns to its normal location above. There is some indication of the danger because the bones in these two areas are crushed to powder. Disabling the trap involves preventing the plates from depressing, and is very difficult (DC 22 Disable Trap check). However, each 10' span may be cleared by a jump (DC 18 if standing, DC 10 if running; halflings and dwarves receive -1d penalty, and don't forget armor check penalties).

At the far end of the hall lies the warhammer on a large black altar shaped in the form of a huge elven skull, long pointy ears and all. There is an intense feel of magic about the altar. This is the ultimate trap. Getting within 10' of the altar activates the magic that bends time and space. The characters feel dizzy, everything blurs, and when they can see again, the altar and warhammer have vanished. They are now at the other end of the hallway, and there is no longer a door leading out of the hall. At this point, escape is only possible through teleportation, time travel, or extreme supernatural assistance. It is up to the judge to decide whether the poor victims are in the same place at a different time, in a different place at the same time, or in a different place at a different time.

If any character in the party carries the *Infinity dagger*, the time loop is shattered and the warhammer will remain on the altar, where it can be picked up. If the party manages to get the warhammer, they can retrace their steps and leave the tomb successfully. That would win the adventure. Of course, all the traps are still active. The ceiling could still crush them. The pit in the prior room could still kill them. Un-dead skeletons in area 1 will still attack. It is possible to get the warhammer, and still die before getting out of the tomb. Heh, good luck with that!

They knew the job was dangerous when they took it.

Grimfang's Warhammer: This weapon of Chaos may only be effectively wielded by those with superhuman strength (Strength modifier of +5 or greater). For man-sized weaklings, it is a two-handed weapon wielded with a -5d attack penalty, which is reduced (or increased) by the wielder's Strength modifier. For example, a warrior with 18 Strength receives a -2d attack penalty. The hammer is solid green mithril, with tentacle embellishments on the shaft, puncturing spikes on the striking surfaces, a troll-eyed, tentacled beast (the Dark God) on one side of the head, and Yidhra's symbol, the Eyes of Darkness, on the other. It has the following properties:

- +3 *chaotic mithril warhammer* (2d7+3 damage, including bonus)
- Possesses a 19 Intelligence and speaks telepathically. Knows the languages of trolls, giants, elves, and Chaos, as well as Common and Undercommon. Prefers to communicate in Trollish.

- **Trollish Beautification.** Any elf struck by the hammer must make a Fortitude save with DC equal to the damage inflicted. Failure results in all elfen features (facial, stature, etc.) being replaced by trollish ones.
- **Boom!-a-rang.** If the hammer is successfully thrown at an elf, a 20' radius fireball erupts on the point of impact, inflicting 10d6 damage (DC 15 Reflex save for half). The hammer unerringly returns to the thrower's hand.
- **Share the Love.** The wielder takes half damage from all melee, missile, breath, and spell attacks. The other half of the damage is redirected to a random target (friend or foe) within a 20' radius of the wielder.
- **Royal Fealty.** The hammer's strongest desire is to slay elfen leadership and royalty, with the eventual destruction of the King of Elfland.
- **Summon the Dark God.** The wielder may attempt to summon the Dark God by rolling a spell check of at least 32. Non-casters roll a d10, and Grimfang's bloodline rolls a d30. Spellburn is allowed for all classes; in fact, the hammer encourages it. If the wielder fails, he takes damage equal to the difference between 32 and his check (e.g., an 18 spell check results in 14 points of damage). If he succeeds, the Dark God must do his bidding for one round, after which the deity receives a Will save (DC 32, and the Dark God has +30 to Will saves). If the save is made, the Dark God punishes the summoner (50% chance) or a random target for 1 round before disappearing. If the save is failed, the deity does the wielder's bidding for one more round, and disappears.

AFTERMATH



f the party emerges from the tomb victorious and with the sacred warhammer, any guards waiting outside will proudly escort them all back to Trapsylvania, where they will be heralded and brought before Grimtooth. Upon receiving the warhammer, there will be celebrations aplenty and the adventurers will be treated like royalty.

Grimtooth is a troll of his word and will reward the adventurers as promised. They will be invited to join his ranks as soldiers in the Trapsylvanian army. If any of them have special skills, he might also offer them employment working in his poisonous herb garden, the Seaport, Grimtina's Petting Zoo, or even as part of the crew on board his infamous airship, the SS Grimtooth.

Conversely, the adventurers may leave this realm and return to their humble and boring adventuring in more civilized locales. They will be given free passage out of Trapsylvania via Grimtooth's airship. Some of them will also receive a hug and kiss from Grimtina. Unfortunately for them, she's wearing poisoned lipstick. Either way, the adventure ends here for now.

This adventure is but a taste of the upcoming Grimtooth's Trapsylvania, a glorious tome that goes into rich detail covering the whole of this legendary realm, complete with maps, descriptions, characters, and scenario suggestions for numerous locations including the Forest of Doom, the Grimtooth's airship and its fortress hangar, the Death Maze, Wart-hog's School for Wayward Trolls, The Fetid Swamp, the Seaport, and much more!

CAN YOU GO WHERE NO TROLL DARES TO TREAD?

Long ago, the elves killed Grimtooth's father in a great battle. They hid the troll leader's body and his mystic warhammer somewhere in the vast plains beyond Trapsylvania... After years of searching, Grimtooth has finally located his father's tomb, but the elves have magically rigged it so that no troll can enter. Now Grimtooth is looking for a party of foolhardy adventurers to enter Grimfang's Tomb and return with the legendary warhammer...



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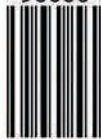
Note: you do NOT need Trapsylvania to use this adventure.



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