

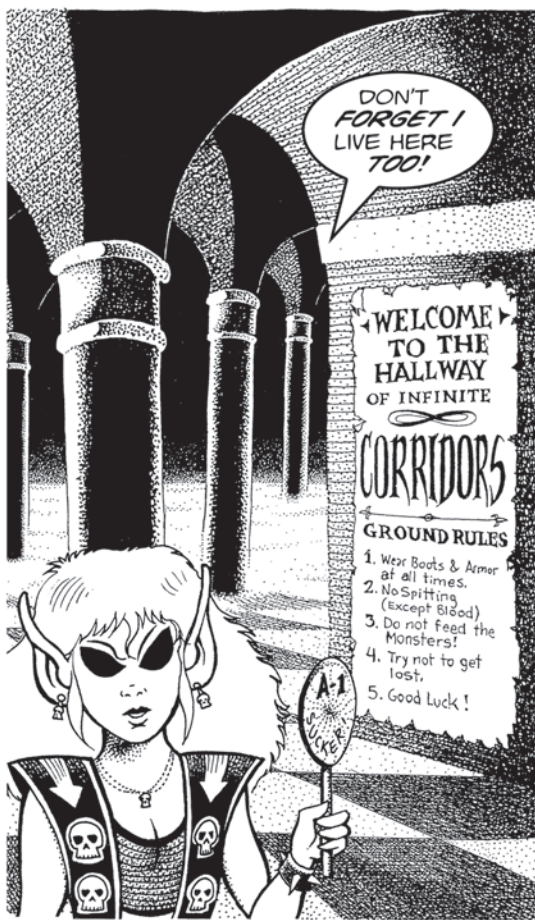
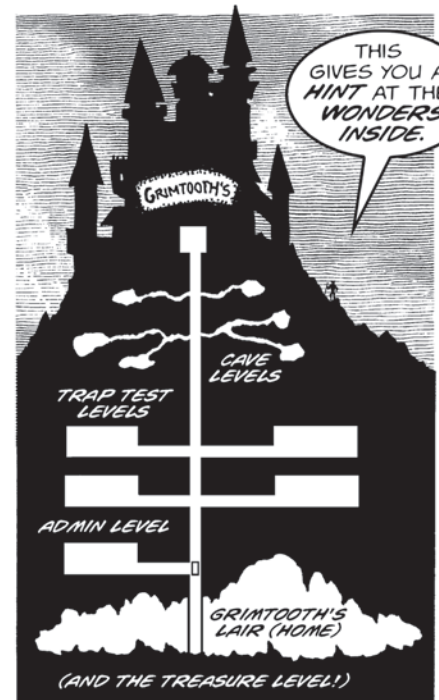
DUNGEON CRAWL CLASSICS

GRIMTOOTH'S MUSEUM OF DEATH

#87.5: A LEVEL 1 ADVENTURE
BY JOBE BITTMAN WITH
STEVE CROMPTON



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GRIMTOOTH'S MUSEUM OF DEATH



By Jobe Bittman with Steven S. Crompton
Editor: Jen Brinkman; Layout: Opus Graphics
Cover artist: Doug Kovacs Cartographer: S.S. Crompton
Interior Artists: S.S. Crompton, Stefan Poag, and Brad McDevitt

Playtesters: Bennett Hansen, Bart Staker, Dylan Martin, Jason Hobbs,
Lindsay Carvalho, Meegan Kauffman;
(Garycon VII) Bob Brinkman, David Baity, Kathy Heatherly, Scott Hobbs,
Doug Kovacs, Adam Muszkiewicz, Kathryn Muszkiewicz,
Hilary Perrino, Jon Perrino, Jeff Sipko.

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

After three decades, the wait is nearly over. In *Grimtooth's Museum of Death*, you and your players finally get the chance to delve into the evil troll's base of operations first detailed in the pages of Grimtooth's Trap Comics. Deadly traps old and new are waiting to be sprung, from Castle Grimtooth down to the lower treasure levels. You just might see a few familiar faces on your journey, too.

This adventure is designed for 20 to 30 twenty-seventh-level characters accompanied by a host of 50 seasoned mercenaries, 200 hirelings, 3 ox-drawn carts loaded with chickens, wooden poles cut to varying lengths, and several siege weapons. In playtests, the group that lived the longest brought several backpacks stuffed with scrolls and a ring of three wishes. It is also feasible for an adventuring party as low as level zero to best Grimtooth's traps and reach the Great Troll's treasure hoard, but they must keep their wits about them at all times lest they be ground up as monster chow in Grimtooth's blood chutes.

ADVENTURE BACKGROUND

Since before the year of the Bitter Wyvern, the Great Troll has observed the dealings of mortals... and he has judged them harshly. The once war-like tribes have beaten their swords into plowshares, built mighty cities filled with exquisite architecture, and produced works of art unrivaled by any age in a celebration of life. Nonsense and puffery! Life's beauty cannot be captured by inane doodles trapped beneath a picture frame or beatific self-congratulation. It can only be truly appreciated at the point of the sword as one's precious red ink pools on the earth—either end of the blade will do.

Calling himself Grimtooth, the Great Troll descended on Aereth to spread his oeuvre of pain to the undeserving masses. Upon a high bluff, the troll erected a majestic castle that could be seen for many miles, and packed its vast subterranean galleries with his nefarious art installations—masterfully crafted death traps bedecked with oiled springs, razor blades, telescoping bone saws, and contact poison. At the very bottom level, Grimtooth deposited a

vast hoard of treasure and sent invitations to all far and wide to share his wealth. To this day, the Great Troll sits upon a massive pile of gold coins diagramming his intricate trap designs in leather-bound volumes, waiting for art lovers to arrive.



A WORD ABOUT GRIMTOOTH'S TRAPS

The traps cataloged in Grimtooth's many grimoires and detailed in this adventure heavily depend on the location and actions of the PCs. While running this adventure, the judge should constantly poll the players about their characters positions and actions. The players should also indicate marching order and, if desired, standard operating procedures when approaching a new door or corridor. This will avoid the inevitable arguments about who intended to stand where.

The maps contain several mystery rooms keyed with question marks. These rooms are supplied for judges to insert their own traps or favorite traps from the Grimtooth trap series. Adding traps is optional. Judges can choose to treat mystery rooms as empty rooms, or roll on Appendix D or Appendix F to add a small trap.

Grimtooth's traps are easy to adapt for DCC RPG by reading the trap carefully and using common sense. If you need a difficulty class for a skill check, use Grimtooth's deadliness rating as a gauge: 1-2 skulls (DC 15), 3-4 skulls (DC 20), 5 skulls (DC 25). Likewise, an average damage output for a trap can be determined by multiplying the deadliness rating by 10 and round up or down. For example, 2 skulls $\times 10 = 20$ average damage; $20 \div 3.5$ (the average damage of a d6) rounds to 6 for 6d6 damage. After overcoming a trap, award experience points equal to the trap's deadliness rating (e.g., 2 skulls equals 2 XP).



GRIMTOOTH



f the origins of Grimtooth the Great Troll, little is known with absolute certainty. While he purports to be of the trollish race, the entity bears little resemblance to the mindless, green-skinned namesakes. Over 12' tall, the muscular ashen giant sneers with eyes like black pools of tar that seem to leech light from the air. The sage, Phondidlus, champions the theory that Grimtooth is not a troll at all, but rather an intergalactic alien traveller or the mischievous alter ego of another patron or deity.

Grimtooth has a reputation for being a master trapsmith. While the evil troll eschews the weapons and armor of modern warfare for a simple loincloth and spear, his deathtraps exhibit a level of craftsmanship and genius that approaches art. Some mechanisms even incorporate technology only seen in advanced civilizations. Grimtooth's obsession with traps hints at his murky nihilist philosophy: All mortals are insignificant and should be exterminated for a chuckle.

Those who ally themselves with the Great Troll are usually aligned with chaos. Grimtooth has no concern for the safety and wellbeing of sycophants and hangers-on. In fact, the Great Troll finds the whining pleas of puny mortals insufferably boring. Anytime Grimtooth is invoked, there is a 25% chance that the evil troll ignores the invocation even if the spell check is successful. However, Grimtooth can't resist a good joke. Uttering a pun ensures Grimtooth will not ignore the invocation.

Invoke Patron check results:

- 12-13 A dart fires from a hidden mechanism, striking one target of the caster's choosing within 60'. The dart inflicts 1d4 damage and is coated in a random type of poison (roll 1d16 on Appendix P, DCC RPG, pg 446).
- 14-17 1d3+1 darts fire from hidden mechanisms, each striking a target of the caster's choosing within 60'. Each dart inflicts 1d4 damage and is coated in a random type of poison (roll 1d16 on Appendix P, DCC RPG, pg 446).
- 18-19 Like a puppet master with a marionette, Grimtooth seizes control of the caster's body with invisible strings and goes on a bloody rampage. The caster gains a +4 bonus to attack and damage rolls for 1d4+1 rounds. If the caster wields a spear, the bonus increases by +1.
- 20-23 A bowling ball drops from the ceiling over the head of a random foe within 100'. The target must make a DC 20 Reflex save, or take 2d10 damage and be knocked unconscious for 1d4 rounds.