

Grimtooths Traps - A Game-Masters Aid for All Role-Playing Systems

Flying Buffalo - Grimtooth's Traps: A Game

Description: Assembled herein are one hundred and one catastrophic traps, sinister snares, engines of evil, and deadly devices, with passing comments made on a folio of fearsome fates... in all, one hundred and one ways to influence delvers, tunnelers, and all player characters.

The 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 GM may introduce these devices of delver destruction into his or her games with ease.

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- Mathematics
- Arithmetic
- Study Guides
- Science / Chemistry / Physical & Theoretical
- Physics
- Chemistry - Physical & Theoretical
- Chemistry - Analytic
- Valence (Theoretical chemistry)
- Science/Mathematics
- Science
- Valence (Theoretical chemistry)
- Physical Chemistry
- Science/Mathematics
- Mathematics
- Science
- General

Algebra - General

Biology, Life Sciences

Animal physiology

United States -- Foreign relations -- 1861-1865.

United States -- History -- Civil War, 1861-1865 -- Foreign public opinion, French.

Public opinion -- France -- History -- 19th century.

Christianity

History of specific subjects

United States

Services for

People with mental disabilities

People with mental disabilities

Great Britain

Education

Services For The Mentally Challenged

Health Services For Special Classes

Games/PuzzlesGrimtooths Traps - A Game-Masters Aid for All

Role-Playing Systems

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Notes: All descriptions and notes taken from 6th edition
September 1984.

This edition was published in June 1981

Tags: #GRIMTOOTH'S #TRAPS
#FORE: #A #Game

Grimtooth's Traps

I remembered this book from when I was a kid, and I was excited to download this to my Kindle.

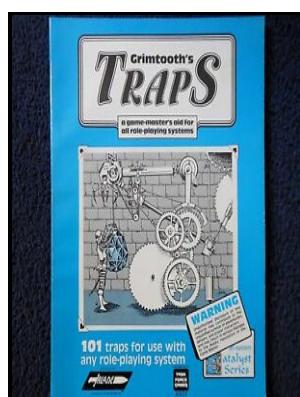
quizapp.evertonfc.com: Customer reviews: Grimtooth's Traps: A Game

There are so many great ideas presented within. The book has not been formatted for digital use. The book itself is great, but if you're interested in it - buy a hard copy, as the kindle edition is almost unreadable.

Grimtooth's Traps: A Game

I bought the first and second volume to get a good selection, and will most probably get more just to keep the ideas coming. A must have for any DM, GM, or table top roll player who enjoys a good laugh at inventive danger.

Grimtooth's Traps: A Game



Filesize: 63.65 MB

Grimtooth's series are little paperback magazine sized books loaded with these. Also, whoever produced the book appears to have locked it to portrait mode, so I can't rotate my phone sideways to read it more easily. Most of the ideas in this book should never actually be used at a table, but for a fed up DM, or an inventive player some of these can actually be vary useful.

Related Books

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- [Bible on the living God](#)
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