

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS™

VOLUME 1 NUMBER 1

Welcome to the first issue of The Snollygoster, an infrequent newsletter of ideas and alternates for the Tunnels & Trolls role playing game created by Ken St. Andre and published by Flying Buffalo Incorporated. This publication is completely contributor driven and all contents are copyright to the respective authors.

A MULTITUDE OF HAMMERS.

By Huw Adamson

Hammers are very useful things. You can throw them, hit with them, smash with them and..... well, that's pretty much it. But these attributes are what makes hammers the ultimate problem solver.

The first hammer up is the *inflatable war hammer*. This hammer packs down to the size of a tennis ball, and weighs only 10 units, making it a perfect weapon for a traveling delver. It gets 5 dice and 3 adds in combat, however every combat round it has a 1 in a 100 chance of popping, showering the wielder with little pieces of rubber and metal. R.R.P. 150 -200 gp, strength req.-2 dexterity req.-2, weight-10, D+A-5+3, range-2 yds.

Next up is the giant *pre-fab concrete hammer*, or *G.P.F.C.H.* for short. This item is a giant pre-fab concrete hammer, 4 yards long, made for super -characters, trolls, giants, and impulse buyers. It is well made in Dwarven forges, despite the fact it took five of them to pick it up. R.R.P. -500 gp strength required-40 dexterity required-10 weight-1500 weight units dice and adds 20+17.

And now here comes the *siege hammer*, a giant sprig loaded mechanism used usually to

knock down large walls, but not something you would want to be hit in the face with either. It is a combination between a trebuchet and a modern ball and chain used to knock down buildings, with the same punch as a rock face after a 30 foot drop. It takes 5 minutes to re wind the spring, R.R.P. 2500 gp dice and adds 24+30

Lastly I give you the *duel hammer spring gun*, a large hammer split in two half way down the shaft, with the sides tied back to the handle, connected so when a trigger is pulled, both sides fly back into position, demi-pulping most things in between. R.R.P.-125 gp strength required 12 dexterity required 5 weight 70 dice + adds 8 + 5.

THE NEW KID IN TOWN OR HOW DO YOU START YOUR CHARACTER in a TTYGAME?

by Tzhett Khahks

He was in darkness again. It seemed he spent half of his life in darkness. But then, how would he know?

The further he walked, the less he remembered. At one point, there was a man and a woman. Weren't they his parents? Everyone has parents. They went away, didn't they? Would that explain why he was walking in darkness again? Was he searching for them?

For the first time he could remember, he stopped and sat down. He was never very good at thinking, and it bothered him to feel stupid. His name? They called him "Dimwit," the man and woman who may have been his parents. They were short and stocky folks, no more than four or five feet high. The man had a gravy-colored beard and no hair on the top of his head. The woman was short, but appeared a fraction

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of the age of the man. How could she be his mother? He thought she had been beautiful, perhaps even erotic, but the image fled from him and he shook his head.

He took stock of his belongings, removing them from his back and belt. He was dressed in furs and leathers – even his boots were topped with fur. A very nice pack, with leather straps and a lightweight metal framework. The metal intrigued him. He longed to be somewhere hot, where he would work metal and create powerful and beautiful weapons, armour, and artifacts of one sort or another.

That must be one of his memories, but it didn't match the life with his "parents." The hot place was somewhere with many others of his kind, and it had no sky. The farm (Yes, that was it. His "parents" had a farm.) was a peaceful place with one cow and a wooden house. The only excitement there was when the green people tried to steal their cow. Gobbles they were, and he thrilled at clobbering them on the head with his shovel. He still had the shovel, with its sharpened edges. It had served him well against the gobblers and the giant spider –

Wait! That was a new memory! Something about a big wall he had climbed, and found a giant spider inside one of the rooms of the tower. He hit it a lot, but he didn't know if it was dead when he ran away and all but slid down the wall of that tower. It was only when he got to the cave that he realized he had been bit. He slept a long time after that, and awoke very thirsty. Fortunately, he could always smell a spring when inside mountains.

He smelled one now, and he was thirsty just thinking about it. Rapidly, he followed his nose to the spring and drank deeply of the cave water. His eyes had adjusted to the darkness, so he had no difficulty finding his gear, then filling

the waterskin with cave water.

He looked around. There was no moss on the walls, and that seemed to make him hungry. Funny. Mum and Dad had eaten the cow, but "Dimwit" always preferred the moss which grew near the Hot Place.

He began packing his gear. It was time to get moving. One item, a copper bracelet, he hadn't remembered packing but there it was. A dim "G" was engraved into it.

It had probably been dropped here by another traveler through these caves, so he left it where he'd found it. Perhaps they would be through here again; perhaps they were looking for it right now. Dimwit wouldn't want to steal someone else's stuff. He had plenty of his own.

His right foot itched again; it must surely be time to go. This time, he saw a light which indicated an exit. Was this the way he'd come into the mountain? He couldn't remember, nor did it matter.

The outside was nice, though he could smell no metal, and that seemed quite wrong. He knew he was going somewhere, but didn't really know where or why. But Dimwit never allowed his lack of knowledge to sway him from his purposes or goals.

"Dimwit." Why did Mum & Dad call him that? His friends in the Hot Place didn't laugh at him or call him Dimwit. He couldn't remember what they did call him, but he was sure that it would come to him when it was important.

This line of big people – humans, most of them, but he paid little attention – now they must know what was important, because they were all lined up to talk to this big guy with the gray-green skin and the big teeth sticking out. He was hungry, and there was every possibility of an inn or café inside the big walls. Blithely, he padded through the open gate.

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"Get back in line!" growled the Gate Guard. "You can't just walk into Khazan."

"Why not?" asked the young dwarf.

"Rules," said the guard. We need to know who you are, where you came from, what you intend to do in Khazan, and where you plan to live. Now, get back to the end of the line!"

"I'm Mensa," said the dwarf, and suddenly he knew his own name. This pleased him so much, that he was sure nothing could go wrong now.

NOT JUST MORE OF THE SAME.

By A.M. ("Grothrottle") Perry

I've played a lot of games where magic weapons and armor simply add or reduce the amount of damage done in combat. That's cool, but one way of making items really memorable is to give them either (a) non-combat properties, or (b) combat effects that aren't just the same as a regular weapon, but More. Here are a few item suggestions to show you what I mean.

Spacemaker Mace

This two-handed mace does 5d+17 damage. For every 1 point of spite damage (i.e., for every 6 rolled), the target must make L1-SR on DEX or be knocked back 2d6 feet, suffering damage equal to the amount the roll was missed by. This is in addition to regular spite damage. Multiple points of spite damage raise the SR by one level each, and add 1d6 to the distance. The player may instead opt to spread the points among multiple targets, if they are adjacent and the GM so allows.

The defender gains no benefit from yelling "Fore!" as he is sailing through the air.

Enveloping Chain Shirt

This is a regular-looking chainmail shirt, absorbing 18 points of damage in combat (x2 for warriors, as usual).

When a hit scores that does not exceed the defensive value, the attacker must make a STR SR, or the chainmail grows new links around the weapon and ensnares it. The level of the SR equals the wearer's level. If the attacker fails the SR, he drops the weapon. The shirt will drop the weapon on the next round; the new links disappear at that point.

The shirt's effect does not activate on spite damage.

Messenger's Bow

This heavy longbow does 5d+15 on a hit. It has the additional property of being able to send the wielder the same distance as an arrow. By pulling the string back with no arrow nocked, the user metamorphoses into an arrow, and the bow, suspended in midair, launches him/her to their destination. At the other end of the flight, the wielder returns to normal form immediately before touching down, whereupon the bow teleports to his/her hand.

No SR is needed simply to cover ground, but a regular DX-SR is necessary, say, to launch oneself at an enemy, or through a high window. Note that missing such a roll might have grave consequences. The launch/teleport property of the bow works up to 3 times/day.

Potent Provisions

Dagger of Blinking - Gianmatteo Tonci

This weapon is identical to a dirk. When used in melee combat has no special qualities, but is exceptionally effective when thrown against a target in range. It has a blood red ruby

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set at the end of the hilt, which glows of reddish hue when the dagger is thrown. The weapon becomes engulfed in the red light and disappears, reappearing really close to the target, just in time to strike it with great force. The dagger actually blinks out of reality and then returns back, avoiding any item, obstacle or parry that stays between it and the target. It is very effective to hit anyone taking advantage from cover (e.g. low walls, trees and shields will not obstacle the weapon).

Rapier of Venom - Gianmatteo Tonci

This weapon is a very well crafted rapier, but its blade is magically enchanted to be always coated in a type of blade poison chosen by the artisan who created the weapon. At the beginning of each combat turn, the wielder must pronounce the activation word to have the blade becoming covered by the appropriate venom, which will automatically disappear at the end of the round, even if the weapon was not used or missed its target. it is possible to create other sharp or pointed weapons with this qualities, not just rapiers.

Dice of Random Power -Gianmatteo Tonci

This item, similar to a normal D6 made of bone, can be used only once per day and only by a delver capable of casting spells. The delver rolls the die and can immediately cast a spell (that he already knows) at the level equal to the result of the die. (E.g. if he rolls a 2, he can cast a 2nd level spell or a 1st level spell with power up.) The spell only costs 1 WIZ. If the delver do not knows any spell of rolled level (or cannot cast it), he instead loses permanently one of the spell he knows at random. He forget the spell, and must learn it again.

ALTERNATE ARCHERY RULES.

By A.M. ("Gropthrottle") Perry

My archery/missile rules include an easier table:

1-30 ft: L1-SR on DX

30-100 ft: L2-SR

100-200 ft: L3-SR

200-300 ft: L4-SR

300-500 ft: L5-SR

...plus or minus 1-2 levels for very large or very small targets. This makes hitting non-moving targets easier in many cases.

If the target is a sentient, moving creature, the archer making the roll notes by how much he has exceeded the target. So if I needed a 5 and rolled 11, I'd note the 6-point spread. The opponent gets a L1-SR, but has a penalty to the roll equal to the amount the archer exceeded, in this case 6 points. So if some unwary goblin had only needed to roll a 4 or better before, it now needs to roll a 10 or better. This allows characters a chance, however slight, to avoid the considerable damage that even a low-level archer can inflict.

Optionally, if two characters are shooting, it would take a L2-SR beat by the sum of the two successes, but only one of the arrows actually hits--you dodge one only to walk into the other.

Have an idea, creature, magic spell or item, weapon, house rule, artwork, cartoon or anything else? Why not send it to us? Send all contributions to charlie.fleming@gmail.com