

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS™

Volume 1 number 3

Welcome to the third 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.

LEVELING THE PLAYING FIELD

By Stefan Jones (sej@aol.com)

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Faeries and pixies play an important part in fantasy literature. Characters who manage to expose the creatures' bad side can be in serious trouble, afflicted by "elf shot" or lulled into a terminal slumber. In Tunnels & Trolls, these diminutive creatures don't live up to their literary cousins' air of whimsical menace; most fairy weapons are too small to inflict more than a nick or pin-prick on one of the larger kindreds. This puts them at a distinct disadvantage when defending their turf against lumbering intruders. Fairies often use poisons to try to level the playing field. Their intimate knowledge of plants and insects has allowed them to create especially potent poisons. Here are a few examples:

Ding Sting Oil: Boil a death cap mushroom in the juice of a hundred bee stings, strain through a mesh of moon silver, and you get this stuff. It is usually applied to small, insect-shaped sling stones. When the treated projectile hits exposed skin, it feels like the victim has been bitten by a monster insect. The wound site looks like an especially painful insect bite. After two combat

rounds the ache of the wound reduces combat totals by 20%. The effect lasts 3d6+2 standard turns; applying a soothing poultice (L1SR vs. IQ or First Aid or herbalism talent) reduces this by half.

An application only lasts one round. Cash equivalent: 20 GP/dose

Spindizzy Oil: This juice, the product of boiling five rare pollens in the water that collects in toadstool tops, induces a hallucinogenic state in the victim. It must be applied to a pointed weapon, and the weapon must deal at least two points of damage in a single turn to deliver the stuff. After two combat rounds, the victim's combat total is reduced by 25%; in addition, on each turn the victim must make a L2SR vs. Constitution; on a failure, he or she acts randomly, possibly running away from combat or attacking friends. The effect lasts until the victim gets some sleep. The oil can also be turned into a powder; to have an effect it must be sprinkled in food or drink.

An application of the oil wears out after three combat rounds. Cash equivalent: 40 GP/dose

Flame Canker: Prepared from a scum that surfaces atop a vial of fermenting bee ichor, this thin liquid must be smeared on a bladed weapon. The slow-acting poison is delivered if the weapon causes even a single point of damage. Over the course of an hour or so (1d6+3 normal turns), the victim slowly falls ill, eventually collapsing in a heap. Except in the face of mortal danger, a L2SR vs. Constitution is required on each regular turn to do anything by lie down and shiver. In combat, or for saving roll purposes, his or her Strength, Speed, and

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Dexterity are all reduced by 50%. The effects last for at least four hours; after that, the victim can make a L3 SR vs. Constitution to break the fever. The effect ends automatically after a good night's sleep.

An application wears out after one combat round. Cash equivalent: 30 GP/dose

Black Gall Konk: Brewed from the gall of a graveyard oak, this paste is usually applied to a missile weapon of some sort. It must land in a victim's mouth, eye, ear or nostril to take effect. If the victim can't pass a L3SR vs. Constitution, he or she immediately passes out. The deep slumber lasts for 2d6+3 hours, but after three hours pain or vigorous attempts to wake the victim up will break the spell. (The "Konk" is also available as a fine powder that must be sprinkled on one of the body parts noted above.)

The oil wears off after a single combat round. Cash equivalent: 30 GP/dose

There are many other poisons and drugs in the week folks' apothecary. Most are designed to inconvenience and humiliate rather than blatantly harm. For example, an elixir popular with pixies has a super-laxative effect. Another powder acts a sort of love potion; the mischievous folk often inflict it on a pack animal, who takes a "shine" to a party member.

Fairies and pixies drugs and poisons are created by a secretive group of apothecaries, usually older females. They are rarely sold; the apothecaries provide their tribe or clan with a supply of the items, which are then dispersed to those members charged with defending their turf. Trusted visitors can petition a tribe to part with a dose or two of material; while technically

free, the leaders ask for favors or labors equal in value to the "prices" shown above.

The tiny kindreds take great pains not to let their concoctions fall into the hands of outsiders. Even letting someone of another kindred know about these preparations is considered akin to treason.

THE TROLLGOD'S SPELLBOOK

Khenn Arrth

Name: Back Off

Type: Combat

Cost: X where X is any amount of kremm the caster wants to put into it.

Duration: Instant

Power Up: No.

Description: Pushes the target away from the caster, dealing 1 foot of knockback and 1 point of Stun damage per point of kremm in the spell. Every 10 points of Stun damage will also serve as 1 point of Kill damage. Note: Back Off is a kind of psychic attack--there is no blast of wind associated with it, and it simply will not work against a target that has a higher WIZ rating than the caster at the time of the attack.

PESTS AND PERILS OF TROLLWORLD

by Stefan Jones(sej@aol.com)

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Not every danger that adventurers face can or should be met with a sword or a spell. Here is a sampling of perils, minor and otherwise.

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Stank Bug

Where Found: Forests, swampy areas

Number Appearing: 1 swarm

Monster Rating: N/A

Stank bugs are coin-sized bugs. They love crawling into warm places, such as an adventurer's cloak or sleeping bag. Enough stank bugs travel in a swarm to infest five adventurers. The five unluckiest members of the party generally get infested. The bugs don't bite or sting, but if they are accidentally crushed they release an astonishingly bad odor; a cross between ammonia and rotten meat.

Fighting or engaging in other vigorous activity (e.g., mountain climbing) while infested automatically crushes the bugs. If the infestation is detected before a bug is crushed, it may be possible to pick them all off. Cleaning oneself off requires three L1SR vs. Dexterity or Luck; a "fumble" (roll of three) means a bug has been crushed and its odor released. A character can perform two saving rolls to remove bugs in a full turn (ten minutes); she can try as many rolls as necessary to get three successful rolls. Totally immersing oneself in water, fully dressed, for a minute or more causes the bugs to flee.

Any creature with a sense of smell will detect the en-stinked (30' range for human-level sense of smell, a half a mile for a dog or wolf), making it difficult for them to hide. A victim's Charisma is reduced by 2, or 10% (whichever is higher). The only way to wash the stink off a person is a rub-down with strong wine followed by a hot bath; clothing must be washed twice and dried in the sun.

Stank bugs don't carry treasure, but 100 live bugs, carefully sealed in a jar, can be sold to apothecaries for 3d6 GP.

Dune Watcher

Found in: Deep desert

MR: N/A

Armor: N/A

Numbers: Almost only one.

Dune Watchers are believed to be the spirits of desert travelers who became lost and died of thirst. They appear with the first stars and fade away at the first hint of dawn. While insubstantial, they look quite solid and appear just as they did in life, wearing pristine clothing.

Watchers stand on a ridge or dune overlooking a desert camp or outpost and stare impassively at those below; they make no attempt to communicate. Their presence disturbs the sleep of the living, and give those who manage to get to sleep nightmares of starving and going thirsty. Getting to sleep requires a L2SR vs. IQ; those who fail have their Strength reduced by 25% (round down) until they do get some rest. Whether they manage to get some rest or not, in the morning after the haunting everyone in the camp must make a L1SR vs. Wizardry to avoid demanding a triple ration of water and a double ration of food.

A stern talking to by someone who knows the Watcher's language can sometimes convince the spirit to begone; this generally requires a L3SR vs. Charisma. Any spell which can control or befuddle minds also has a chance of driving away the spirit; the wizard must make a L1SR vs. IQ to properly "tune" the spell.

Bad Horse

Found In: Lonely rural areas

Numbers: Just one

MR: 40

Bad Horses are the physical

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manifestation of the twisted spirits of mounts ridden by liches, dark lords, and the like. They appear as rather humble nags, equipped with simple saddles and tack, or perhaps the remains of a cart harness.

The Bad Horse will put on a show of being skittish, but quickly warms up to anyone determined enough to approach it. It will allow riders to mount up, or carts or wagons to be hitched to it. But after a few hours of service it will bolt, and head for parts unknown at incredible speeds. It will run for 1d6+1 hours, whinnying triumphantly, covering 100 miles in an hour. At the end of this time it will buck its rider (or shake itself out of its harness) and flee, laughing.

If attacked by a rider, it will try to its rider (succeed on a L2SR vs. Strength to hang on; succeed on a L1SR vs. Dexterity to avoid 1d6 damage if thrown) and whirl around to attack. Thrown riders are at half combat strength on the first round. After three rounds of combat the Bad Horse's physical form will disappear in a puff of black smoke and drifting fur.

A particularly bad-tempered Bad Horse will leave its rider in a swamp or snowy waste.

Characters with Detect Magic will sense something deeply wrong about the horse if they can beat a L1SR vs. IQ.

BIKINIS, BOARDS, AND BONGOS

The T&T variant
by Charri Flemmning

The beach is running pretty status quo today. There's music, babes and the surfing is the best it's ever been. You're king of the beach. Suddenly the sound of a plane over the water

breaks through the usual chatter and everyone stops and stares. Someone jumps from the plane and soon a parachute pops open. As the figure gets closer you notice it's carrying...a surfboard? A few feet from the water and the figure cuts the chute free, falls, and hits a fresh wave board first! As the mystery surfer hits the beach all of the females instantly form a crowd around him. It occurs to you that you might not be king of the beach anymore...and maybe this guy needs to be taught a lesson.

Bikinis, Boards, and Bongos is all about the beach party and surfing movies of the 60's. For this variant we will refer to the Game Master as The Big Kahuna!

Creating A Character:

1. Roll your attributes as per the edition of Tunnels & trolls you are using.
2. Pick a character type to play

Really you are picking an archetype to play. Some suggestions are surfer, lover, biker, bodybuilder, musician, student, professor, beatnik, or juvenile delinquent. The talents you choose will make up what's special about your character.

3. Talents

Pick 3 talents that go with your character type and assign an attribute that will correlate with it. The Talent will modify save rolls using that attribute. What the talent is is your choice. They will all begin at level 1.

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Some examples are:

swimming, surfing, diving, singing, dancing, bongos, dragster, racing, skydiving, playing pool, poetry, painting

Talents can be learned on the fly during game play. A Level 1 Save vs. INT is required to learn the talent. A talent can be upgraded during the game as well, but only if some training or other special circumstance has happened. To upgrade a talent a Save vs. INT at the level you are trying to upgrade to is required.

4. Special Player Character Types

You don't always have to play as a human. For a more interesting game any T&T Kindred can be played. Here's a few game specific ones however:

Mermaids - Mermaids can live hundreds of years and only be female characters. They can transform their tail into legs for 1 day until midnight because that's when the sea changes with the moon. They are very highly attractive and easy to fall in love with. Multiply Charisma by 1.5 and add +2 to any Love related talents. Under water they can double DEX and SPEED. Out of water their CON is 75% of what it normally is. Mermaids also have a Siren Call which Men cannot resist(ok it's a level 3 save against their INT).

Monkeys - They can do anything a teenager can do, just smaller and cannot talk. Multiply DEX by 1.25, Speed by 1.75, and CON by .75.

Ghosts - Don't have any attribute modifiers, because, well, they're dead and aren't affected by

much. Saves against INT, DEX, or WIZ could be used to determine how well they can throw things, knock stuff over and other physical actions. CHR could be used to how bad they can scare someone or win them over.

All ghosts have the ability to talk to and appear to any living people as they see fit. Bikinis never disappear on female ghosts and can always be seen.

Fighting

As there is no dying in this game, if a player loses all of their CON that just means they get knock out cold for as many rounds as CON beyond 0 they lost plus 1. *Bippo's CON is at 1 and he gets hit with a pool cue and takes 3 hits of damage. That takes his Stamina down to -2, which is 2 point below 0. That 2 plus 1 means he's down for 3 rounds.*

CON is regained at a rate of 1 per 15 minutes(yeah that's pretty fast but who wants to be close to being unconscious all the time). Anybody recovering from being knocked out recovers with half their CON.

Special Moves

All Special Moves cost 5 WIZ points to use.

The Touch - The Touch is a pressure point technique developed by monks high in the Himalayan Mountains. Simply placing the index finger at the precise point of a person's temple can paralyze that person for a short period of time. This move can be used by anyone and is really only effectual on people with low Smarts scores. The receiver/victim of The Touch must make a Level 2 Save against their INT score or

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be paralyzed like a statue for 1d6 rounds.

The Bump – Female characters with a high DEX score and a dancing talent are the only ones who can perform The Bump. It can also only be done while dancing and against a male! The Bump is a thrust of the hips specifically directed at a target. If a player trying the move makes a Level 2 Save roll against their DEX modified by the level of their dancing skill then the target is knocked of their feet by the power of The Bump. If attempting this at a group of guys then add a level for each additional target in the group.

The Swoon – A male character with a singing, poetry, musical instrument, or some other highly romantic type talent can do this move to make a girl fall absolutely in love with him to the point where she may even faint. To do The Swoon the player must make a Level 2 Save roll against their CHR score+the level of their talent.

“Well, you came to the right cat. If anything you want to know about these kids I can tell you the whole thing in two words - they're nuts.” - Cappy, Beach Party (1963)

Potent Provisions

by Arr-Oeh-Ehnn

POTION OF PUISSANT ARACHNOID SCALING:

A clear liquid that smells strongly of dirt, but has a vaguely sweet flavour. It allows the imbiber to climb like a spider for 1 hour. This is accomplished, naturally, by causing thousands of small hook-like growths on the imbiber's hands and feet. One so affected cannot climb properly whilst still in footwear -- on the other hand, it does make dropping a weapon nigh

impossible.

SILKEN COWL OF UNIMPEDED EGRESS:

A dull-hued cloak with wide sleeves and a deep hood that has the appearance of an elegant monk's garment. It is fastened by an elaborate jeweled clasp. Two times per day the wearer may gather the cloak about himself and step through any vertical solid object up to ten feet thick. Should the wearer choose to grasp any physical object the magic will immediately expire.

DICE ALEATORY PRUDENCE:

A boon for the wary gambler, but a possibly fatal gift for the impulsive. These well-worn ivory knucklebones exude a magical aura. They will cast whatever number is needed, but the user will lose a like amount of CN.

RED HERRING:

A small cast glass fish that is red in colour. Having the red herring in one's possession will provide a false trail for those seeking a specific item. If, for instance, the owner is searched for a recently stolen item, the searcher will find the red herring and be convinced that it is the item he seeks (even if the owner of the red herring also has the item being sought in his possession). The red herring's effect also extends to thieves -- anyone trying to steal something specific from the owner will end up with the red herring instead. The effect lasts for 12 hours from the time that the red herring changes hands, and fools any further recipients. After 12 hours, the red herring will become a normal glass fish, worth 1SP for its artistry.

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PERIAPT OF VARIABLE DESTINY:

A small polished stone charm hanging from a simple leather thong. While it is being worn, the following table is consulted whenever the wearer needs to make a Saving Roll.

D6

1-3 Roll 3 dice, use the lowest 2

4-6 Roll 3 dice, use the highest 2

Some versions of the periapt will allow the owner to permanently sacrifice LK into the charm to create a luck battery whose points may be used to modify any rolls.

CROWBAR OF MASSIVE BLUDGEONING:

Appears as a normal crowbar with many undecipherable runes engraved along the length of it. When using the crowbar in combat the wielder does not roll dice because the crowbar always uses maximum combat total. In addition, anyone hit and damaged by the crowbar (even if absorbed by armour) must make a SR2 on ST or be knocked to the ground. Using it as a crowbar allows the user to double his ST for the task at hand.

THE GAUNTLET OF GARGATHUA

by Charri Flemmning

You've been hauled in off the streets, stripped of weapons and armor, and brought forth to the throne Gargathua.

"Ahhh another contestant", The obese king, who looks like a cross between human and toad, leans forward to look at you. "Do you know why you've been brought here?"

You shake your head no.

"Doesn't matter really. Let the gauntlet begin!"

Two chairs, a table, and a squat man with bulging arms comes out. The man is Butho, Junior Arm Battling Champ. The first part of the gauntlet is an arm wrestling contest. Since Butho is only a Junior champion you must make a Level 1 Save vs STR to beat him. If you win go to the next paragraph. If not then you are tossed into the dungeon to rot.

A large spoon and a pot of Hobb testicle stew with a healthy layer of Ogre ear wax on top is placed on the table. The second test is a Level 2 Save vs CON to see if you can choke down a mouthful. If you win go to the next paragraph. If not then you are sent to the kitchen to be the next poor contestant's second test.

The third test is a Level 3 Save vs. DEX to see if you can juggle 3 live Quillder Beasts. Losing means you've become the new pin cushion.

The fourth test is a Level 4 Save vs. SPD to race a love starved female ogre. If you lose and she catches you...trust me you don't want to know.

The fifth test is a Level 5 Save vs. INT. If you win you figure out why and move on, if not you are now a drooling mess.

The sixth test is a Level 6 Save vs. LK. You must choose from 2 doors. If you win the Save Roll you open a door to find an attractive member of the opposite sex. If you lose, death by UNGA BUNGA!

The seventh test is a Level 7 Save vs, CHR to woo the gorgeous creature in front of you. If you lose you are humiliated beyond your man or womanhood could ever bear and slink off to find oblivion. If you win you've won the creature, who really is a creature and the progeny of Gargathua covered by a glamor. Good luck with that!