

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS TM

Volume 1 number 4

Welcome to the fourth 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. Thanks to Jeff Freels for the illustration and clip art!

TROLLGOD TROLLKU

By Khenn Arrth

When the night turns cold
And the blood moon is shining--
To rock is to kill.



HALLOWE'EN SUPERSTITIONS

By Charrl Flemmning

You will have bad luck if on Hallowe'en: You hear three hoots of an owl, You sing before breakfast, do so and you'll be crying before dinner, You hear a rooster crow in the night, You view the new moon over your left shoulder

Beware of Owls on Hallowe'en: They will swoop down and devour the souls of the dead

Evil Spirits are nearby on Hallowe'enif: A candle lighted as part of a ceremony blows out, You see bats flying around your house...inside or out, You hear footsteps behind you when you know you are alone

A death will occur soon if on Hallowe'en: A black cat mews near your window or on your porch, You lie in a coffin or your clothing touches a corpse, You hear a sigh that is carried by the wind which blows over the feet of the dead

If you are at a crossroads on Hallowe'en: Listen to the wind as it will tell you the most important thing to happen to you in the coming year

You can ward off evil spirits on Hallowe'en if: You turn your pockets inside out when passing by a graveyard or the house of someone who has died to prevent bringing a ghost home in your pocket, You burn a candle inside a jack-o-lantern and letting it burn until morning, You ring bells, walking around a ghost 9 times will make it disappeared

OLD CORNISH PRAYER

"From ghoulies and ghosties
and long-legged beasties,
And things that go bump in the night,
Good Lord, deliver us!"

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THEY STALK AT NIGHT

by Tzhet

Dedicated to "Mensa's favorite Unkle."

*They stalk at night and only at night;
They do not exist by day.
These are the hidden lycanthrope,
and many and mighty are they.*

"I met a wolf and fought him back
and killed it with a silver dagger.
I stumbled away, bleeding and torn,
then fell in a drunken stagger.

"Somebody found me, bound my wounds,
Somehow dragged me away.
*But a full moon was to rise that night
and the wolfbane bloomed that day.*

"I roared! I escaped! Horrors!
It haunts me to this day!
I pray I might forget that night
When a young girl became my prey.

"I howled at the moon! I know not why.
It holds me in some strange power!
For thirteen years I've cursed that night
and that, my darkest hour.

"Every full moon it happened:
A fire possessed my brain.
I swear I'm innocent! I swear I'm not!
I swear I'm going insane!

"You've killed me now with my silver knife -
The legends have not lied.
But look! You're bit! You'll become a wolf --"
Then he slowly sank back and died.

I hold his silver knife in my hand
Ready to do thrust into my heart.
Will I have the courage to do what I must?
Must this dear world I depart?

*They stalk at night and only at night;
They do not exist by day.
These are the hidden lycanthrope,
and many and mighty are they.*

HALLOWE'ENIE BEASTIES!

by Stefan Jones

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The following are excerpted from my upcoming
monster compendium, *Beasties, Haunts, and
Boojums*.

Giant Pumpkin (by Stefan Jones)

Monster Rating: 40 - 180

Places encountered: Wizard's gardens

Number encountered: 1d6 small, 1 large

Specials: Giant pumpkins take half damage from
missiles; move slowly.

Giant Pumpkins are a combination pet and
guardian cultivated by twisted wizards. They
start out as a carnivorous plant, the immobile
but fearsome Tangker's Gourd. The gourds prey
on small animals foolish enough to hop, crawl,
or fly within their range. Their hidden mouths
are lined with a jagged row of teeth. They pose
little danger to human-sized creatures, but an
adventurer who strolls unaware through a
gourd patch should be required to make a L1SR
vs. Luck to avoid getting chomped on (1d6
damage to feet or ankle; shoes and boots absorb
1-3 points of damage depending on size).

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A wizard wishing to make a Giant Pumpkin must carefully feed and cultivate a patch of gourds, then cast a specialized 3rd level spell on the most promising. A 1000 square foot garden planted with Tangker's Gourds will yield 1d6-2 Giant Pumpkins per season; add 2 to the roll if the wizard hires a full time gardener and spends 200 GP for fertilizer and other treatments.

Immature Giant Pumpkins have an MR of 40; they will gleefully attack anyone who enters their patch, with the sole exception of the wizard and a favored gardener. They can only roam to the limit of their vines (generally 10' - 20') and are thus easily avoided.

Especially promising immature Giant Pumpkins grow to 6' - 10' in diameter. They can roam freely, but slowly, but they have been known to ambush intruders by rolling down hills. These uber-pumpkins have an MR of 80 to 180; they take half damage from arrows and crossbow bolts, which pass through their soft flesh.

Hell Bats(by Stefan Jones)

Monster Rating: 4 / 6 / 8

Number Encountered: A handful to dozens.

Where Encountered: Hellish other-dimensions; when summoned.

Specials: Unnerving squeal; Strength drain.

Hell Bats infest the dark, doleful other-dimension that the most evil of demons hail from. Sometimes a few sneak through when a demon is summoned; they may also be deliberately summoned by wizards casting specialized spells.

The bats are jet black, with glowing red eyes, oversized mouths with long fangs, scaly tails,

and ragged-edged wings and ears. When they open their mouths to screech you can see a red-hot glow down inside. The bats' high-pitched squeals and the unnerving sound they make as they tear through the air terrifies animals and the weak-minded; anyone fighting Hell Bats must pass a L1SR vs. IQ or lose half of their combat adds on the following turn. This check is made on the first third, and fifth rounds of a combat. Instead of causing Spite damage when their combat die roll comes up a 6, the bats drain a point of Strength, which recovers at normal rates.

When you kill a hell bat with a sharp weapon, you find out why they glow from inside; slicing a bat open releases a spray of hot lava! Just a small bit, but enough to do damage to the unlucky. Roll three Spite Dice each time a hell bat dies violently. Each 6 that comes up scores a point of spite damage on someone in the party. If in doubt, everyone makes a SR vs. Luck; low score gets hit!

ALTERNATE DEATH PARAGRAPHS FOR SOLO ADVENTURES

Contributed by Khenn Arrth
Compiled from the Trolls of Trollhala

Let's punch up the unhappy endings for solo adventurers doomed to die. Here are some suggested Death paragraphs from the members of Trollhalla.

"You are looking into the teeth of death. You can

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feel the putrid, garlic-infested breath of the Grim Reaper and you can hear the clanking of his bones as he reaches for you. His scythe is swinging down, straight for your neck... You have one last chance, perhaps a chance you scarcely deserve. Make a L1 SR on your worst attribute. If you succeed a passing Wizard-God sees unspent entertainment value in you. If you fail, your head rolls all the way to the Sewers of Oblivion. (Mark Thornton) You look up at the stars as your life force drains away, and they begin to glow brighter and brighter as every moment passes by. Eventually they fade as you wake on the cold floor of the blue frog tavern, utterly confused by the whole event. You are alive, but your adventure is over.

You look up at the stars as your life force drains away, and they begin to glow brighter and brighter as every moment passes by. Eventually they fade as you wake on the cold floor of the blue frog tavern, utterly confused by the whole event. You are alive, but your adventure is over. (Willis Labs)

Your body will forever lie in the dark mists of the forgotten isle, you will never be remembered and your soul scattered to the seven winds. You are beyond saving now. (Willis Labs)

Your soul leaves your tattered body and flies to the fields of Valhalla." (Ned-Patrick Leffingwell)

"Just before the killing blow is delivered, a dragon crashes through the roof (even if you are underground) and eats your foe. You practically dance for joy, when you realize you are now face to face with a very hungry dragon....." (Huw Adamson)

"Oy there, this is where you get off!"

You feel your body being pulled and then lowered down to the ground. Your eyes open and you see two older men staring down at you. Other than having a really bad headache and a few bruises, you seem to still be in one piece. You get to your feet and notice that the black collar is no longer around your neck. Anything that you had before your capture is still in your possession. The two men climb back onto the wagon and head back towards the city. You may award yourself 100 APs as long as you make a note on your character sheet of the scar on your forehead after being trampled by a Minotaur during the Baru Kesh "Minos Encierro". (Jerry Teleha) {This doesn't quite work for anything but the solo Jerry wrote it for, but if we deleted the last sentence, it could.--Ken}

Long after the dust settles a greasy Hobb sidles up to your unmoving body. After an experimental kick to make sure you are food for the worms he sets about looting your corpse of anything of value and a fair bit of no value whatsoever.

It's time for you to close the book o try again.

Good luck. (Andy James)

You seem to have lost your senses. You can¹t see, hear, smell, or feel anything. There is a sudden flash of light, is it a sign of life?

Nope, you are dead, game over. (Craig Luis)

What were you thinking?

Your actions have resulted in you reaching the threshold between life and death.

Make a saving roll, for your level, against luck

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and see if you walk into the light or if you stay in this mortal realm.

If you fail, YOU HAVE DIED - YOU'RE DEAD - FINISHED - KAPUT - TAKING A DIRT NAP - ETC.

If you succeed, you have survived and may return to the beginning of the quest; but anything you gained during your failed quest, has been lost. (Martin Land)

"Miraculously, you dodge out of the way at the last second. You catch your breath and thank any gods that you follow for your miraculous escape.

"Just kidding. You die horribly. Tear up your character sheet and close the book." (Susan Davis)

You have died. There is a small chance, however, that something good may come of your death. Roll an SR vs. Luck, then apply the conditions of the highest paragraph below for which you make the save. Apply only one paragraph (e.g., if you make a L3SR, apply only the L3 paragraph, but not those for the lower saves.) Talents and your level may not be applied to this roll.

Failed: Your character's body is consumed, and their possessions taken, wrecked, or scattered by the denizens of this place.

L1: You're dead, and all your possessions are lost, but at least your corpse was not desecrated.

L2: Your character's body is taken away, but one possession remains in the place that they died. Determine which at random, including their armor and weapons, and treating their cash as one item, plus any other valuables as separate items. If you reach this same location with

another character within one month (in the real world) of the time that you played this adventure, make a L2SR vs. INT to locate the item when you enter this location. If the location is inhabited, you must also make a L2SR vs. DEX to retrieve the item before your encounter with them.

L3: One random item from among your dead character's belongings ends up deposited outside the entrance to this dungeon. Determine which item, as in the L2 save. Then, if another of your characters visits this adventure within one month (real world time), make a L2SR vs. INT for them to find that item before they enter into the events of this adventure.

L4: You're in luck! A passing wizard found your dead character in relatively good shape, then decided to raise them as an undead minion. After using them to serve their own purposes, they deposit your character's body, once again lifeless, outside the bounds of this adventure. They have stripped your character of their valuables--coins, especially valuable items, gems, magic items, etc.--but left behind your mundane belongings. Your next new character may find and loot the decomposing remains before starting their first adventure if you create them within a week of this time (in real world time.)

L5: You lucky dog! An altruistic adventurer located your character's corpse shortly after they were killed, collected their belongings, then returned them to what they could identify as next of kin as best as they could. They held back any magic armor or weapons for their own use in recovering the body, and took a finder's fee of half your character's money and other precious

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items, but all else will be available to your next character of the same kindred if you create them right away!

L6: A spurious bit of magic triggered when your character died, depositing their newly-dead corpse in the home of your next character with all belongings in the same state as when they died. You must create your next character immediately to receive the belongings.

L7: A deity smiles upon your character. Just before the moment of death, they transport your character away, restoring you to 1 point of CON, then depositing you just outside the entrance to this adventure just as you were otherwise. You are not dead, after all. (Mark Graybill)

Suddenly, a vision opens before your eyes. Just like Marlon Brando's face floating towards Christopher Reeve, you see a face blurred in bright light, floating towards you. In the back of your mind, a tickle seems to tell you this is {Ken St Andre, Michael Stackpole, etc - the author of this particular solo} and now he/she speaks:

"You have not chosen wisely, but you have ONE, and only ONE, chance for redemption. If you bought this solo directly from the author, make a Level 1 SR on Luck. If you make it, return from whence you came and choose wisely this time!

"If you bought this solo from the publisher, make a Level 2 SR on Luck. If you make it, blah blah blah.

"If you bought it from a retailer, make a Level 3 SR on Luck. Etc.

"If you stole this, whether photocopying, data copying, or by any other means - that is, if no recompense reaches the hands of the copyright owner and/or author, make a Level 75 S (Chet Cox)

So sorry. You croaked, kicked the bucket, bought the farm, died. Game over, close the book, and roll up a new character. Better luck next time.



So sorry. You croaked, kicked the bucket, bought the farm, died. Game over, close the book, and roll up a new character. Better luck next time.



(Duncan Beach)

You brace yourself for the killing blow & close your eyes tightly, but feel nothing. When you open your eyes to see what happened, all you can see is a white. You hear familiar voices call out to you to walk toward them. As you walk toward the voices, you feel a rush of satisfaction as you realize that you are now dead and that the voices calling you are friends & family members welcoming you to a homecoming party-your homecoming party. It will take eons before you miss your old life & be reincarnated. Close the book & enjoy the party.

(Mark Mena)

Your CON falls below -10. Technically, you are dead. Now go to the Abyss and get a last chance to live again. If you don't have this solo, you can still use your character as an undead NPC in any other adventure :-)

(Patriece Greill)



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THERE'S DEAD AND THEN THERE'S DEAD

Playing Zombies in T&T
By Charri Flemmning

So you want to play a zombie in your T&T game. You can roll one up just as they are in Monsters! Monsters! or my way (CONx1.5, IQx3/4, CHRx1/2). Zombies are known for their regenerative power of not quite staying dead(again). Rest assured, your zombie will "live again" as long as it's CON is above zero. That walking bag of pus is going to keep going without a hitch as long as it's CON is 1 or more. If your zombie's CON reaches zero, it's considered dead, BUT as long as it doesn't take any more damage and drop below -2 it will gain 1 point of CON each round until the score is back to 1. Once back to 1 your zombie can start attacking again. It will also "heal" at a rate of 1 point of CON per round up until it's original score. If your zombie takes so much damage that it's CON drops below -2 then my friend, your zombie is finally put to rest again, permanently.

A few notes about playing as a zombie: Zombies, at least mine, are the result of magic and not of an infection or virus, so there is no biting someone and they become a zombie. Zombies are also just warriors or citizens no matter what class/type they were before. Zombies can use weapons and armor as per the equipment's DEX and STR requirements. Non human zombies use that race's attribute modifiers, but use the zombie modifiers for IQ and CHR. Lastly, zombies smell, sometimes pretty bad.

CRYPTO CREATURES

Gourdheads(by Charri Flemmning):

Monster Rating: 40

Combat Dice: 5+20

Appearing 1-6

Special Damage/Abilities: None

Description:

Gourdheads(or Melonheads as they are called in the North East region of Oh'eye'oh near the Land of Cleaves) are anywhere from 6 to 7 feet in height. Their heads are oversized and shaped like gourds or melons(hence the name) with bulbous eyes. Though dimwitted, they are also savage and cannibalistic.

Jenny Greenteeth(by Charri Flemmning):

Monster Rating: 46

Combat Dice: 5+23

Appearing: 1

Special Damage/Abilities: *Bad Tidings*, locking gazes with a Jenny Greenteeth will cause terrible things to befall you.

Description:

Jenny Greenteeth are long haired fairy hags with green skin, sharp teeth and claws. They live in and around water trying to lure travelers and passersbys into the water and drown them. Their hair will appear like seaweed or duckweed flowing in the water.

Mothman(by Charri Flemmning):

Monster Rating: 66

Combat Dice: 7+33

Appearing: 1

Special Damage/Abilities:

Hypnotism, making a level 3 INT save roll will prevent a character from being hypnotized by the Mothman.

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Drain, A character must make a Level 3 STR save roll or their STR is reduced to $\frac{1}{4}$ of their current STR for 3 rounds.

Also See description.

Description:

Mothmen are anywhere from 7-10 feet tall. Their skin is gray and scaly, armor like. They have large glowing red eyes. Some say that they can hypnotize anyone who looks directly into them. Mothmen also have insect or moth like wings that can span over 10 feet wide. They also like to nest in remote, unpopulated areas, usually outside of small towns.

The body of a Mothman has a natural armor that absorbs 3 hits of damage. They can take flight straight up from a standing position without any problems. They can fly up to 100 miles per hour.

Orang-Bati (by Charri Flemmning):

Monster Rating: 58

Combat Dice: 6+29

Appearing: 1-3

Special Damage/Abilities: None

Description:

Orang-Bati are humanoid looking creatures with reddish skin and short black fur. They have bat like wings and a long tail. They only come out at night to feast on children and the lost. In the morning the Orang-Bati return to their lairs, usually caves in high mountains or abandoned volcanos.

Potent Provisions

Mariner's Compass by H'rrothgarr

These are specially enchanted compasses used by the Mariner's Guild. Unlike normal compasses they do not point north, neither do they point directly at the desired destination.

The enchantment on these compasses always points in the direction the user needs to go in order to reach their destination. They give the guild navigators the ability to sail safely at night, in blind fog, and in unknown waters. The compass will faithfully steer around reefs, rocks, storm squalls, and even through streets. It does not provide any warning of danger, nor does it signal course changes other than by the shifting of the needle, so it requires watching.

Spunky by Charri Flemmning

Spunkies are lanterns with scary faces carved out of turnips. Burning a candle in a spunky will ward off evil spirits. Mostly they are used by children who carry them and dance singing:

"It's Spunky Night, It's Spunky Night,
Gie's a candle, Gie's a light.
If 'ee dont, 'ee'll have a fright."

