

THE SNTETL

A dimensional expansion for
Slugblaster by Mottel Zirkind

THE SHTETL

TWO WORLDS OVERLAPPING. EACH
A GHOST TO THE OTHER.

The Shtetl is two dimensions (The Blue & The Beige) occupying the same plane. Experienced Slugblasters learn how to tell where a given portal will lead, but there's no guarantee.

OVERLAPPING WORLDS

The Blue & The Beige overlap. This means that while in one, you can see, but not interact with, the other. The locals to each dimension do not seem to notice those in the other. Spend enough time in one dimension and you won't see the other either.

THE STATIC

The Static surrounds The Shtetl. I don't know what your static looks like. To me, it's just the outside world. For The Blue, it is the rest of the city. For The Beige, it's a countryside with farms and a landowner's castle in the distance. Either way, it encroaches from time to time. It is a threat that every member of The Shtetl is keenly aware of, but never acknowledges. Until it comes knocking.

WHAT IS THIS?

This is a new dimension for your existing (or new) Slugblaster game.

ACKNOWLEDGEMENTS

This is a supplement for [Slugblaster](#) made as part of the [Wilkie's Goodies Jam 3.0](#).

This project was made using [SlugTeX](#).

WHERE DOES THIS COME FROM

The Shtetl comes from my history as Jewish person. I grew up in a small neighbourhood in a big city. That's where The Blue comes from. The Beige is based on the stories I heard growing up of the old country.

THE BLUE SHTETL

A BIG CITY NEIGHBOURHOOD SURROUNDED
BY A WORLD JUST OUT OF REACH

Going from Null to The Blue Shtetl (aka The Blue) feels like walking sideways. It looks like a 21st century neighbourhood made up of town-houses near apartment buildings near grocers and bookstores. Bordered one side by a highway and the others by static. Slugblasters often run tricks through the static and avoid the monsters some claim might be out there.

Visitors will feel out of place, but not unwelcome. The Blue feels different because of culture and customs. The most obvious ones are gender segregated schools, dietary restrictions, and the world pausing for prayer twice daily. The subtler ones are found in speech; constant thanks to God while bemoaning the state of things.

THE CULTURE (CIV)

The people of The Shtetl (both sides) are generally happy. Despite being surrounded by the static there is so much joy here. Weddings are events for the whole town. Funerals are celebrations of life. And there are holidays. So many holidays. Each meaning more prayer, more food, and less work.

Featured Locations

- **The Shul & The Other Shul.** Two ornate synagogues on opposites sides of town. It's unknown which is which, but they would never set foot in The Other Shul. Some claim the attics are connected, but no one has ever found the attic of either.
- **Yummy Slicez.** The Pizza shop at the edge of the static. Famous for its world class fish-free sushi. One of the few places in The Blue where everyone can be found and mix. They occasionally sponsor local Slugblasters, but only in off world events.
- **Golem's Bookstore.** According to legend, there are walls in Golem's. No one has seen them in centuries. The place is an endless maze of books stacked on each other. Older siblings often say it started as a pile of books that Gavriel (the proprietor) carved paths in. Slugblasters try to see who can travel the furthest without crossing their path or getting kicked out.

Checkpoints

- Corner store always open never has what you need.
- Loop that runs through the static.
- Alleys that lead to nowhere.
- Apartment building with clothes hanging out the windows.
- Boys & Girls schools each with their own uniforms.
- Skate ring just outside the static.
- Gender mixed group of native kids hiding from a parent.
- The cemetery where the whole history of The Shtetl can be read on generations of gravestones.
- The wedding hall a place of joy and ritual.
- Art gallery featuring everything from street art to traditional mosaics.

Problems

- Get grabbed into a synagogue, because they're missing someone for a group prayer.
- Rumors spread after you get seen talking to the wrong person.
- Getting stuck in the static.
- Getting mistaken for another crew that blew through causing a mess.
- Portal splits your crew between The Blue & The Beige.
- Miscalculate timing and the portals shut down for Saturday.
- A Golem gets loose.
- Spontaneous dancing grabs you up.
- Begin to lose your identity either to the static or to the societal pressure.
- Unable to understand instructions shouted to you.

THE BEIGE SHTETL

AN OLD WORLD SURROUNDED BY FORESTS FILLED WITH MONSTERS; A PLACE MOBS OF STATIC FIGURES ROAR THROUGH TOO OFTEN.

At first glance, The Beige Shtetl (aka The Beige) is an ancient village that never changed. Small one-story homes with rooms that kept being added as kids got married and needed more space. Despite these patchwork homes, there's somehow always space for more. The people are close, they focus on family and will always welcome a stranger in for a meal.

The outside world is unkind. There is the constant threat of the static washing through and destroying homes. The people have a sense of humour about it, but there aren't any old buildings. The technology of the place is like the people subtle and tough. No stainless steel, but a mixer with a motor that will never run out.

The Blue & The Beige share their religious customs, but they are less in The Beige. Life is too hard to segregate as stringently. Prayers are sometimes missed because of the immediate tasks. The monsters are more real here though.

MONSTERS (CIV)

Young Slugblasters tell stories of shades & golems. Old Slugblasters know better than to invite that attention. For the residents, what's one more monster?

Golems are large beings made of clay. They are used to protect the community, but their creators aren't always able to control them. They can get loose and cause havoc or just misunderstand instructions and cause comedic trouble by accident.

Shades aren't ghosts. They aren't lost souls. They were never alive. Shades are tricksters and demons. Sometimes they'll possess you. Sometimes they'll just pass you by. They are best avoided.

Featured Locations

- **The Only Shul.** A humble building. The only one that's never been torn down by static mobs. There are echoes of it in The Shul & The Other Shul, but this place isn't pristine. It's a cared for and lived in place. Bound and rebound prayer books that have been used by generations. Tables & chairs that are each hand made and unique, but somehow match. Lost Slugblasters of all planes and faiths come here for a moment of peace.
- **Mottel's Tailor Shop.** A humble shop with bolts of cloth along the walls and one old man at the back. A kind man who obsesses over his craft and is always busy, but rarely in his shop. If you can convince him to create something for you, it will be the most

comfortable and durable article of clothing you've ever owned.

- **Yeshiva.** A room that goes on forever full of tables and young men studying loudly. They say the answer to any question in the multiverse is spoken in this hall of study at least once a decade. Those seeking answers come here to listen, because if you ask, the wall of sound will overwhelm you without preparing.

Checkpoints

- The Shochet, a butcher shop with meat from every plane in the multiverse.
- The cemetery looks identical to the one in The Blue. Except the gravestones are older here.
- An abandoned farmhouse at the edge of town.
- A loop too rickety to not attempt.
- A welcoming home with a grandma what won't let you leave until you're full.
- The rumor mill, a place where the old folks meet and talk about everything.
- Courthouse, a building like any other, the place where disputes are settled by the two parties shouting until the three town elders find a resolution.
- A road with loose cobblestones.
- Last house on the left. Might be haunted.
- Candlelight spilling out from homes at night.

Problems

- A shade offers a deal.
- A confused Golem lumbers past.
- A static mob comes through.
- Confused by the onslaught of information from the Yeshiva.
- Local crew challenges you through the maze of local streets.
- Portal splits your crew between The Blue & The Beige.
- Portal drops you in the static.
- Beast gets loose from the Shochet.
- Get stuck in living clay.
- Rumors slow you down.