

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS™

VOLUME 1 NUMBER 5

Welcome to the fifth 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.

YULE BE SORRY IF YOU DON'T WATCH OUT!

By Charlie Fleming

Yuletide is a time of joy and magic. Those that have been good all year round and are full of Holiday spirit will get a visit from the Red King of the North bringing them presents and cheer. The naughty and all of the Scrooges of the World might get a visit from someone quite different.

Grýla, the Christmas Ogress

Monster Rating: 498

Combat Dice: 50+249

Appearing: 1

Special Damage/Abilities: None

Description: The Ogress Grýla has the ability to detect naughty children all year round. It's at Yuletide when she comes out of the mountains to collect the brats for her stew. She's been known to gobble them whole as a snack as well. She is also said to be the mother of the Yule Lads. Here's a few folks that live for the Holidays.

Joulupukki

Monster Rating: 400

Combat Dice: 41+200

Appearing: 1

Special Damage/Abilities: None

Description: Joulupukki is a half man/half goat Yuletide spirit that comes to punish bad children with a tree branch.

Kallikantzaroi

Monster Rating: 98

Combat Dice: 10+49

Appearing: 1d6

Special Damage/Abilities: None

Description: Evil sprites that come out for the 12 days of Yuletide to cause mischief and mayhem amongst the world. They are all black and do devilish things to hinder the celebration of the Holidays. When it's not Yuletide, they spend the rest of the year hacking and sawing at the World Tree trying to destroy the World. Unfortunately for them, the World Tree heals itself completely in the time they are away.

Knecht Ruprecht

Monster Rating: 600

Combat Dice: 61+300

Appearing: 1

Special Damage/Abilities: None

Description: An evil, bearded, and horned Yultide spirit. Knecht Ruprecht carries a long staff that he used to beat bad children. He is also known to kidnap the unruly children.

Percheta

Monster Rating: 300

Combat Dice: 31+150

Appearing: 1

Special Damage/Abilities: None

Description: An old crone who only comes out during the 12 days of Yuletide looking for those not celebrating the holidays. When she finds them she splits their bellies open with a long

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knife and stuffs it full of straw.

The Kringle

Monster Rating: 364000

Combat Dice: 36401+182000

Appearing: 1

Special Damage/Abilities: Knows when you are sleeping, knows when your awake, knows if you've been bad or good. Can travel all of the world in a single night.

Description: Claus is an omnipresent being who knows all and sees all. To the Good, he brings joy and happiness in the form of gifts. To the Bad he brings only mineral fire starters.

Tió de Nadal

Monster Rating: 100

Combat Dice: 11+50

Appearing: 1

Special Damage/Abilities: None

Description: A Yuletide spirit appearing as a happy faced log with a blanket over it's lower half. If children beat Tió de Nadal's covered half while singing:

*"Caga tió,
Caga torró,
Avellanes i mató,
Si no cagues bé
Et daré un cop de bastó.
Caga tió!"*

Presents for them will be excreted from Tió de Nadal's other end.

Yule Cat

Monster Rating: 366

Combat Dice: 37+183

Appearing: 1

Special Damage/Abilities: None

Description: This giant feline is said to roam the snow covered lands at Yuletide looking for people and kindred who have no spirit for the holidays. It is said that it devours them on the spot.

Yule Goat

Monster Rating: 80

Combat Dice: 9+40

Appearing: 1

Special Damage/Abilities: None

Description: A large goat that appears during Yuletide. It come to frighten young children who are behaving badly. Yultide songs have been known to sooth the Yule Goat's temper and it has been known to follow groups of carolers as they sing Yuletide songs.

Yule Lads

Monster Rating: 250

Combat Dice: 26+125

Appearing: 13

Special Damage/Abilities: None

Description: White bearded men who put rewards or punishments in your shoes during Yuletide.

STARTING A STAY ALIVE! GASLIGHT CAMPAIGN

By Jerry Teleha

Background

Gaslight refers to an era in the recent past, a crossroads in history where modern technology has begun to force its way into the lives of most people. While electricity is still relatively new, street lamps and houses are primarily illuminated by gas. It is also a world filled with

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monsters, mad men, gadgets, and secret societies.

Setting

I base my gaslight campaign and adventures in my home town of Toledo, Ohio. I know the geography, the history, and many other small details that make the story telling aspect of being a GM a bit easier. If you are starting a Gaslight campaign or interested in trying it, I would recommend doing something similar. Find the nearest or most familiar large city and do some research. While I always like to base my stuff on actual events, do not be afraid to change the history a bit.

Weapons

The "Stay Alive! Lite Edition" rules have a very basic weapons list. I am not a gun historian nor do I think I ever want to be. For Gaslight games, I keep things for firearms as simple as rifle, shotgun, and revolver. Keep to weapons with a base damage of 5d6 or less. The Gaslight rules edition for Stay Alive is planned to be completed in 2015. This volume will have a more up to date and period specific weapons list.

Character Background

The premise of my Gaslight games is that the world is filled with monsters. The characters believe in monsters. They have seen them and maybe lost a loved one because of them. The general public does not believe in such nonsense. Brutal murders and missing persons are explained away as animal attacks, accidents, or other unfortunate events. Many like you have been shipped off to insane asylums for revealing such unbelievable stories. The first adventure or storyline could also be a shared experience by a group of characters that introduces them to this

new reality.

Some ideas to help your players think of ideas for their character backgrounds:

- A sibling was kidnapped and found dead with some puncture wounds in the neck.
- Parents were killed by an unknown animal attack.
- The character has encountered something that the authorities dismiss as her active imagination.

Ask your players to think of something, but keep in mind the time period of the late 19th century. As a frame of reference, here is a historical timeline for you to review.

- 1857 - George Pullman invents the Pullman Sleeping Car for train travel.
- 1860 - Pony Express begins.
- 1861 - Confederate States of America (the Confederacy) established in Montgomery, Alabama.
- 1862 - Richard Gatling patents the machine gun.
- 1863 - Battle of Gettysburg
- 1865 - Robert E. Lee surrenders on April 9. The Civil War ends.
- 1866 - Alfred Nobel invents dynamite.
- 1867 - Alaska Purchase from Russia
- 1869 - Golden spike nailed in, completing the First Transcontinental Railroad (North America)
- 1871 - Great Chicago Fire
- 1876 - Alexander Graham Bell patents the telephone.
- 1877 - Thomas Edison invents the cylinder phonograph or tin foil phonograph.
- 1879 - Thomas Edison invents light bulb.
- 1885 - Harim Maxim invents the machine

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- gun.
- 1888 - Nikola Tesla invents the AC motor and transformer.
- 1890 - Wounded Knee Massacre
- 1892 - General Electric Company founded
- 1893 - The Columbian Exposition - Chicago Worlds Fair

Start with a teaser

A teaser or cold opening is a quick scenario that can be used to get the game rolling and introduce basic game mechanics and combat. Maybe the group is an already established monster hunting group on the trail of a werewolf. Since they have some experience with werewolves, they have done some research and have found that lore talks about using silver bullets or wolfs' bane; so the group has some of those items in their possession. It is a full moon and they think have picked up the monster's movement on a lonely country road towards a solitary farmhouse.

As they approach, with weapons drawn, the front door is wide open. upon closer inspection, there is a blood splatter and trail in the doorway and leading into the hallway of the home. The group hears a woman's scream, maybe from the rear of the house or in the back yard. The werewolf is a human cursed with Lycanthropy. During the Full Moon, the curse forces a transformation into a bipedal beast, part man and part wolf.

GM's can take whatever tack they wish regarding the multitude of werewolf mythologies. Maybe there are purebreds out there than can transform and act intelligently at will. Others are cursed with a disease that turns them into a raving beast that cannot be controlled and maintains only partial memories

of the night's transformation. As is always the case, feel free to change or add powers and hindrances as you see fit. Also realize that this monster can be quite powerful; taking it down as a group will more than likely be the best strategy.

As a wild beast, it will fight instinctively and try to escape into the neighboring woods once it has been seriously wounded. Even at zero CON, the werewolf will struggle to get away, unless silver weapons are used. If silver is used on killing blow (reducing the CON to zero) then the beast will be killed and it will transform back into the human form. In addition, damage done by silver will not be regenerated during the Full Moon and will need to heal naturally once back in the human form.

Gaslight Werewolf

MR: 91

Combat Dice: 9d6+45

STR: 30

SPD: 30

DEX: 20

INT: 15

LK: 13

CON: 91

Armor: Natural Hide (2 Hits)

Special Abilities: Quick Healing, Infector (Lycanthropy)

Special Damage: 3/Rending Bite

Special Defense: Blurring Speed

Special Hindrance: Weakness - Silver, Weakness - Wolf's Bane

Appearing: 1

Quick Healing: Damage done to a werewolf is going to heal over the course of the full moon,

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provided the beast has the ability to get away and hide before the light of dawn. When damage is done to a werewolf by weapons and bullets that are not made of silver, it is done as per normal T&T combat rules, however anyone within site of the werewolf will see the wounds almost immediately start to heal. During a melee encounter, the werewolf will be able to heal 2 CON every combat turn.

Infector (Lycanthropy): A bite or scratch from a werewolf could pass the Lycan curse to another person. Any character that has taken damage from a werewolf must make a Saving Roll versus CON to avoid getting the affliction. Any Resistance modifier would apply (see Stay Alive! rules for facets). The Level of the Saving Roll should be in relation to the amount of damage taken divided by 10 (rounding up) for each attack. For example, taking 6 damage from an attack would be a Level 1 SR, while taking 13 damage would require a Level 2 SR.

Rending Bite: When a werewolf's combat dice achieve 3 "spite" damage, a Rending Attack does additional 2d6 damage to one target, bypassing any armor. The target will also need to make a Level 1 Saving Roll vs. CON to keep from going into shock from the vicious attack.

Blurring Speed: A werewolf moves with amazing speed and uncanny reflexes. Any missile attack, including with firearms, targeting a werewolf will require one additional level for the saving roll/range. For example, an attempt at 10 feet or less would normally be a Level 1 SR; against a werewolf it would be a Level 2 SR.

Weakness - Silver: A werewolf can only be killed using weapons made from silver. While other wounds will almost immediately begin to heal, silver will cause some sizzling and burning in the werewolf. Where all wounds will cause pain,

wounds from silver will actually cause the beast to be frightened or fear for its own life. Any damage done with silver will require a Saving Roll versus INT. The SR level will be based on the remaining CON divided by 10 (rounding up). A successful roll means the werewolf feels threatened and will make every attempt to evade combat and escape. Failure would mean the beast would keep fighting.

Weakness - Wolf's Bane: Wolf's Bane, or Aconitum/Monkshood, is a poisonous plant that can cause death if consumed. A large and concentrated dose could cause immediate death. Its presence alone will not frighten or cause a werewolf any agitation. Adding it in food or baiting may not work as the werewolf will detect the substance on a Level 1 SR vs. INT. Applying it to weapons with some sort of paste made from the plant could be the best way to get the poison delivered. Creating this paste would require some form of talent or saving roll that would make sense. Once applied or delivered to a werewolf, the Wolf's Bane will force a transformation back into a normal man, breaking the cycle at least temporarily.

ME n DS&T

By Chet Cox

Nothing I might say or do would ever have an effect on how dTnT would turn out. I'm more than satisfied to leave its production in the hands of the people who have turned out the most satisfactory (channeling my inner Nero Wolfe) editions of the past. And then beating the rules into submission.

This is why TnT made such a big hit with me. Once Advanced ToG's third volume appeared, its

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lack of flexibility drove me nuts. RQ went a long way to satisfying my thirst for realistic combat and background, but flexibility wasn't its middle name then, and became less so with Avalon Hill's version. Plus, the longer I stayed in service (military) the less I cared about realistic simulations, for obvious reasons.

This is why TnT never drifted far from my standby game, even when I wasn't gaming for a long time, at least not on a regular basis. It submitted to my frequent beating into simpler, faster, and even looser concern about rules. All previous editions practically invite the reader to make one's personal TnT game significantly different from anyone else's, and when a background was developed (Trollworld) it was what I call Arduinish. By that, I don't mean it had too many rules and charts, scattered throughout too many booklets -- I mean TnT had a healthy lack of respect for the very concept of dictating to the purchaser of the game. And, like Arduin, there were so many portals on the background world/universe, that literally anything could BE and still be connected to other gameworlds.

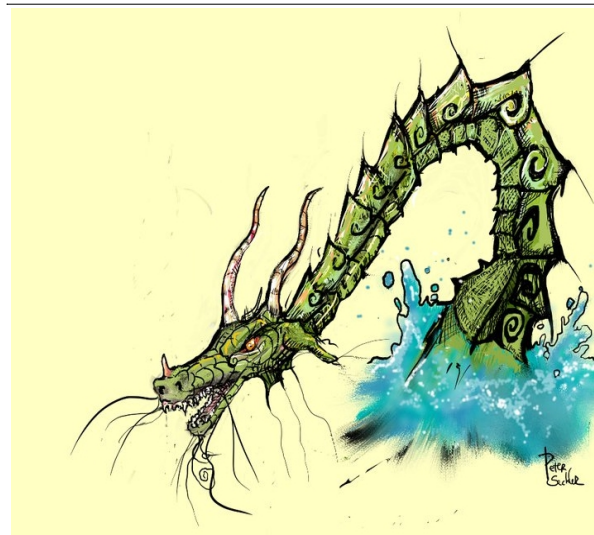
My Trollworld (which isn't called by that name) has always been in a pocket universe created by an ancient Droyne who still experiments from time to time. The rest of the Traveller universe - my universe - pretty much follows the original GDW plot straight into 1248. Meantime, hidden universes such as my Trollworld (and Glorantha and GreatHonk and Blackmarytylermoore) are yet to be discovered by the usual Traveller universe.

Originally, only TnT's rules (mainly the RPG-changing method of SRs) were loose enough to

have adventures flowing perfectly from one world to another - worlds where the laws of science and magic were so different that very odd things could happen to my players' characters, and many a sf PC went nuts when laser pistols began working only when they learned to will them to work.

Today, players and especially Games Masters are demanding games which permit them more flexibility and more control - contradictory as that may seem. GMs want to be able to "prove" this or such actually happened; players want the rules to get out of their way; and only rules lawyers really enjoy playing with Too Many Rules.

Today, I can and have used Fudge, Castles & Crusades, and Bean to leap from one possibility to another, and I have little problem using them concurrently. But TnT was there for me in the beginning, and it's still the one in which irreverence trumps rules and rules willingly allow me to beat them into submission.



Dragon by Peter Seckler