

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS™

VOLUME 1 NUMBER 6

Welcome to the sixth 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.

GIMME A KISS

by Khayd'haik



UNCLE GAMESMEN

Want You

By Tzhett

Goin' to
--Kasar City.
Kasar City, here I come.
They've got piles & piles of gold there, and I'm
gonna get me some.

I'll be standin' at the entrance,
Readin' their entrance sign.
Yeah, I'll be standin' at the entrance,
Readin' that Welcome sign.
Wielding my Hackmaster +12
And Hansel & Gretel twine.

I might join a train.
I might just complain.
But if Duke Bronzo backs me,
I'll get there the same.
I'm goin' to Kasar City.
Kasar City, here I come!
The Gamesmen have a lotta gold there and
I'm gonna get me some!

COURTLY LOVE

By Charri

Courtly Love, also called Fine Amor, is a strict set of rules of romance that emphasized nobility and chivalry. It was practiced by the members of the courts across Europe during the Medieval times. Marriages during that period were arranged, despite the fact that neither party actually loved the other. Marriages were only thought of as successful if the union was

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perceived to have brought certain advantages to both families of the couple. Courtly Love also allowed knights and ladies to admire one another with disregard to their marital status.

According to author and historian Barbara W. Tuchman, the stages of Courtly Love are thus:

1. Attraction to the lady shown by stealing glances.
2. Worshiping the lady from afar.
3. Declaration of passionate devotion.
4. Virtuous rejection by the lady.
5. Renewed wooing with oaths of virtue and eternal fealty.
6. Moans of approaching death from unsatisfied desire.
7. Heroic deeds of valor which win the lady's heart.
8. Consummation of the secret love.
9. Endless adventures and subterfuges avoiding detection.

GEOFFREY CHAUCER

*For this was on seynt Volantynys day
Whan eury bryd comyth there to chese his make.*

THE RULES OF COURTLY LOVE, AS DESCRIBED BY ANDREAS CAPELLANUS IN THE 12TH CENTURY

By Charri

1. Marriage is no real excuse for not loving.
2. He who is not jealous, cannot love.
3. No one can be bound by a double love.
4. It is well known that love is always increasing

or decreasing.

5. That which a lover takes against the will of his beloved has no relish.
6. Boys do not love until they arrive at the age of maturity.
7. When one lover dies, a widowhood of two years is required of the survivor.
8. No one should be deprived of love without the very best of reasons.
9. No one can love unless he is impelled by the persuasion of love.
10. Love is always a stranger in the home of avarice.
11. It is not proper to love any woman whom one would be ashamed to seek to marry.
12. A true lover does not desire to embrace in love anyone except his beloved.
13. When made public love rarely endures.
14. The easy attainment of love makes it of little value; difficulty of attainment makes it prized.
15. Every lover regularly turns pale in the presence of his beloved.
16. When a lover suddenly catches sight of his beloved, his heart palpitates.
17. A new love puts to flight an old one.
18. Good character alone makes any man worthy of love.
19. If love diminishes, it quickly fails and rarely revives.
20. A man in love is always apprehensive.
21. Real jealousy always increases the feeling of love.
22. Jealousy, and therefore love, are increased when one suspects his beloved.
23. He whom the thought of love vexes eats and sleeps very little.
24. Every act of a lover ends in the thought of his beloved.
25. A true lover considers nothing good except what he thinks will please his beloved.

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26. Love can deny nothing to love.
27. A lover can never have enough of the solaces of his beloved.
28. A slight presumption causes a lover to suspect his beloved.
29. A man who is vexed by too much passion usually does not love.
30. A true lover is constantly and without intermission possessed by the thought of his beloved.
31. Nothing forbids one woman being loved by two men or one man by two women.

SHAKESPEARE

Hamlet, Act IV, Scene 5

To-morrow is Saint Valentine's day,
All in the morning betime,
And I a maid at your window,
To be your Valentine.
Then up he rose, and donn'd his clothes,
And dupp'd the chamber-door;
Let in the maid, that out a maid
Never departed more.

APHRODISIACS

By Charrl

Sometimes Love might need a little boost in the right direction, well you might think it's love. Here are some natural enhancers to light that fire.

Ambergris:

Ambergris is a substance used to make love enhancing perfumes. It is the indigestible parts of a kraken that have expelled by a leviathan. It is usually found floating on top of

the water far out in the sea or found washed up on a beach. It is a most sought after scent. Just the gifting of a bottle may increase the amorousness of a lady without even being opened yet.

Cantharidin:

Cantharidin comes from the drying and crushing of the body of Lytta Vesicatoria beetle. It is said to be able to increase the size of certain male anatomy and prolong sexual encounters. It is also said to be a deadly poison, even in small doses.

Chocolate:

Chocolate is an old stand by when it comes to romance. It is argued as to whether or not Chocolate has any real physical aphrodisiac effect on those who have eaten it. The real power of it may come from the fact that females just love to get Chocolate.

Ginseng:

Ginseng is a root that is ground into a powdered spice. It is said to enhance cellular activity that positively affects sexual activity. Ginseng is also thought to be a good cure for impotence.

Horns and Tusks:

For centuries horns and tusks have been ground up as aphrodisiacs to enhance sexual performance in males. Horns and Tusks, due to their phallic shape, may simply be worn as adornment as well, if you aren't lucky enough to be born of a kindred that sports them naturally.

Oysters:

The meaty part of these sea creatures is said to be rich in rare amino acids that increases

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certain hormones in the blood that increases sexual desire and performance.

Pumpkin:

The smell of a pumpkin spice is said to increase the blood flow to certain areas of the male anatomy, especially when combined with the scent of lavender.

Yohimbe:

Yohimbe comes from the bark of a particular evergreen tree. It is a stimulant that is said to increase adrenaline in the body. The adrenaline boost increases blood flow to the sexual organs of both males and females. While it does have an obvious use as an aphrodisiac, Yohimbe has been known to be included in treatments of many diseases and bodily ailments.

A GREMLIN LOVE SPELL

By Starff Orenggk

Heaty Sweetie Level 3 (Conformation)

Cost: 6

Duration: 1 day

Range to cast: 25'

Range of effect: One non-sapient creature

Power up: None

This esoteric spell was developed by gremlin shamans. It originated as way of ensuring the fertility of livestock, but gremlins never pass up on opportunities to pester outsiders and it refined for use as a gag spell. It activates a female animal's mating season, and makes her romantically bond with the first "substantial" creature (e.g., not an insect, or far below her in

size) she sees. The amorous feelings last a day . . . plenty of time to cause hilarious and inconvenient consequences.

Other kindreds who wish to learn Heaty Sweetie must buy or earn a talent in gremlin magical traditions, then find a shaman willing to teach it.

LOVE POTION TEA

The tea must be drank during the night of a waxing moon.

1 pinch of rosemary
2 teaspoons of black tea
3 pinches thyme
3 pinches nutmeg
3 fresh mint leaves
6 fresh rose petals
6 lemon leaves
3 cups pure spring water
Sugar
Honey

Before drinking, recite this rhyme:

BY LIGHT OF MOON WAXING

I BREW THIS TEA

TO MAKE (your desired's name) DESIRE ME.

Drink some of the tea and say:

GODDESS OF LOVE

HEAR NOW MY PLEA

LET (your desired's name) DESIRE ME!

SO MOTE IT BE

SO MOTE IT BE

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PC CHARACTER MATRIX USING YORRDAMMA'S EGREGIOUS CHEATING METHOD By Yorrdamma Vrash

Some time ago I was thinking about making up some characters and I rolled up eight sets of eight numbers each using three dice and adding and re-rolling the two triple numbers. This gave me a matrix as below:

13 15 11 12 16 23 17 9
16 13 16 15 19 13 20 7
14 10 15 10 11 14 10 15
8 12 20 23 26 15 12 11
6 10 20 12 18 12 12 19
13 9 8 10 18 6 9 13
11 9 6 24 10 21 12 12
9 15 12 20 18 20 10 12

Only one second level number in 64 rolls, but as I looked at this I realized I had 8 horizontal sets, and 8 vertical sets, and two diagonal sets for a total of 18 different sets of numbers. And that can be enormously expanded if you are allowed to rearrange the 8 numbers assigning them to character attributes as desired. To simplify the 18 sets I made up the following list:

Organized according to the size of the numbers
18 13 13 10 9 9 8 6 (86)
15 15 13 12 10 10 9 9 (93)
19 13 13 12 12 11 9 7 (98)
15 15 14 14 11 10 10 10 (99)
16 14 13 13 11 9 8 6 (100)
20 17 12 12 12 10 10 9 (102)
24 21 12 12 11 10 9 6 (105)
26 20 14 12 9 9 9 8 (107)

20 20 16 15 12 11 8 6 (108)
20 19 18 12 12 12 10 6 (109)
23 18 15 13 13 12 12 6 (112)
23 17 16 15 13 12 11 9 (116)
20 19 16 16 15 13 13 7 (119)
23 21 20 15 14 13 12 6 (124)
24 23 20 15 12 12 10 10 (126)
26 23 20 15 11 12 12 11 8 (127)
26 19 18 18 18 16 11 10 (136)

The average of the attribute totals for each 8 number set (given in the parentheses) is 110.2

I also would tend to add 3 to any rolled number of 6 or less

So here you have 18 potential character sets.

Assign the high numbers to the PC's primary attributes and the lower numbers as desired. A warrior would give them to STR DEX SPD and LCK, a wizard to INT WIZ DEX and CHR, and I prefer to give a Rogue INT LCK DEX and CHR and the lower numbers as desired. A

I also did a second set of this sort using my egregious cheating system where all like dice in any roll (doubles and triples) add and roll again. I will try to get that one typed out tomorrow. It is pretty interesting.

KRIKHAL SUCCESSES & FAILURES TZHABEL OF TZHETT Z

By Tzhett

Roll 2 6-sided dice or 6 2-sided dice

1 - You cheated. You are eaten by Trollgod and so is your character.

2 - Critical fumble. Your INT becomes frigid and

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withholds sex from you for 7 d6 months of game time. This curious curse can only be lifted, much less understood by a cheese repairman named Quincy.

3 - Humorous fumble. Your primary weapon challenges a pixie fairy to a contest of height.

4. Dangerous fumble. Your primary weapon begins singing "It's a Small World" loudly. Forever. Always. And even when you lose or destroy it, it reappears under your pillow each night. Loudly. Even if you don't have a pillow.

5. Change orientation You WERE heading north, but...

6. Change sexual orientation.

7. Change kindred orientation.

8. Change oriental orientation.

9. Remember the Alamo.

10. Success. Whatever you rolled for, probably comes true. If GM is entertained.

11. Success. Trollgod smiles on you. If you're female, Trollgod smiles VERY MUCH on you.

12. Critical Success. You succeed twice as much as you wanted to succeed, but this is a Critical Success because all the other players criticize you.

13. VERY Critical Success. You cheated again, but in a fashion which entertains Trollgod. You gain the right to tell opponents and monsters that you and Trollgod are best friends.

THE TEMPLE BY THE LAKE

By Yorrdamma Vrash

Wulf Caravassa, last of the Wolf clan of Werewood, trudged grumpily down the old trade road on his way to the great city of Khazan. He was tired and weary, and very thirsty. Since two brigands had foolishly tried to roll him the previous day, gods rest their souls, he had discovered that one of their daggers had slashed his water skin. It was empty and he had found no drinkable water since then to slake his thirst.

Wulf had chosen this out of the way old road to elude any pursuit since he had left the service of the Baron. He had been retained by that person to be in charge of the castle and its guards. The first thing he had witnessed there was the painful and prolonged execution of his predecessor who had been accused of trying to rape the Baron's pretty young wife. Rumor had it that she had seduced him, but when they were surprised in bed together by the lord of the castle she had cried rape, and despite the protestations and denials of the Guard Captain, he was summarily executed. Wulf had done good service for the lord fighting in the field, but the war was over, and work was scarce for professional soldiers of fortune. So he took the position and worked diligently at it.

It was only a matter of days though, before the Baron's wife began to flirt with him, and soon she was pressing him to join her in her chambers. Wulf tried to decline graciously, but she became surly and threatened him if he did not satisfy her. Wulf took advantage of the Baron's absence to pack his gear and hit the road. Knowing he would be lied about by the vindictive whore, he had chosen to go cross

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country to the seldom used old trade road. He doubted that the Baron's guards would try hard to catch him, and he was right.

Then as the sun reached its zenith, he saw a farm house and barn on a nearby hill. Senses alert to danger he carefully approached the house. A large dog there barked and approached him, but then shied away after catching his scent. Then a girl stepped out of the house and shushed the dog. She was blond haired, tall and thin, probably in her early teens.

"What do you want?" she asked, regarding him suspiciously.

"I am in sore need of a drink of water," he answered. "I do no harm to any who do not first try to harm me. Have you a well?"

The girl looked at him and then said "I would not deny a thirsty traveler a drink from the well. Come." She lead him around the house and watched as he drank deeply from the well bucket.

"Is there a town near here?" he asked after he had had his drink.

"A league down the road you will find the village of Nerbyton," she replied. "There is an inn there where you can find food and ale"

"Thank you for the drink and for the good news of the town. I am in your debt" said Wulf.

"I am called Elissa," said the girl, smiling. "May the gods speed you on your travels."

Wulf thanked her for the blessing and journeyed on, feeling much refreshed by his drink. On the hill by her house Elissa patted her dog, and watched the handsome warrior go.

Wulf soon arrived at Nerbyton, and found a little trade store there where he bought a new water skin. He then made his way to the Red Rooster Inn. The Innkeeper was glad to have a customer and gave him a room at a reasonable price. The weary warrior then took off his chain

mail and helm and took a nap. He woke up around sunset hungry and thirsty again. Going down to the common room of the Inn he ordered some food and ale. The few local customers there looked at the burly stranger warily. Wulf ate and drank his meal quietly. Then, as he was preparing to return to his room, the door of the Inn burst open and a frantic farmer ran in.

"Help me," he cried. "The Lake People have taken my daughter. We must try to rescue her."

To Wulf's disgust the few men in the Common Room all declined to help.

"Who are the Lake People," he asked the man. "And what do they want to do with your daughter?"

"They are more fish than human," said the Innkeeper. "They sometimes steal a child from us to take to the ruined temple on the lake shore. They sacrifice them to their horrid demon god there."

"Have you done nothing to stop this sort of thing," growled Wulf. "Is there no one in this town with the courage to resist them?"

The farmer was in tears now. "No one dares go out near the lake after dark. Those who do not return. Oh my poor Elissa!" And he buried his face in his hands.

Wulf was horrified and enraged now.

"Elissa?" he asked. "Young, blond, tall girl?"

"Yes," cried the farmer. "How did you know?"

"She was kind to me today on the road." Wulf growled and worked to control the raging beast inside him. "Where is this ruined temple. If no one here will go, I will at least try. My people would not allow this sort of thing. Let me put on my armor and get my weapons?"

Wulf ran up to his room and quickly donned his helm and chain mail. He then hurried back downstairs with his spike shield and morning

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star. The assembled town folk stared with wide eyes at this fearsome professional soldier.

“Show me this temple, and I will take the measure of these evil fish men,” said Wulf.

“Follow me,” said the farmer. “I will show you where it is.” He took the adze he had brought with him and hurried out. Wulf followed close behind him. The farmer got a torch and ran south with Wulf running behind him. They went on for about half a league. There on the crest of a hill Wulf got his first view of the large lake and under the light of the two moons he saw the walls and crumbling roof of the ancient temple there. The farmer pointed at it.

“I dare not go any further,” he moaned.

“Not even to try and save your child?” asked Wulf. “May the gods forgive you, and aid me now. Let the fish men beware!”

In the distance he could hear a lugubrious croaking chant coming from the structure. Assuming his battle stance he went on down the hill. In a semi crouch he approached the temple. There were two creatures, apparently guards, at the entrance. They were man sized and had fish scales for skin and unblinking fish eyes stared out of their fish faces. They seemed surprised to see an intruder, but leveled their tridents and advanced towards him. Wulf blocked the trident of the first with his shield, dodged the spear of the second, and then laid viciously about him with his ball and chain. He shattered the skull of both fish men with well placed blows. Stopping only long enough to make sure they were both dead he then went on into the temple.

As he crossed the threshold the horrible fish stench of the place made his eyes burn and turned his stomach. There were probably two dozen of the Fish Folk there, facing the altar, still unaware of the invader behind them. On the stone altar at the far end of the room Wulf saw

Elissa lying bound, unmoving and glassy eyed.

The first few fish men Wulf struck with his shield and morning star never knew what hit them, but the uproar they caused as they fell dying among their comrades stopped the chant, and created chaos as all tried to figure out what was going on. Most of the horrid creatures were unarmed and these were trying to escape the raging warrior in their midst while the few who had daggers or other weapons were trying to get him. Wulf was a veteran of melee combat and managed to force his way to the altar where he stood off the few fish men who still had the nerve to approach him.

Then the fish folk drew back and began to croak their chant again, and Wulf became aware of a hideous stench and an awful slobbering noise behind him. Turning, he saw that there was a pool of dark fetid water just behind the altar, and rising from it was a ghastly creature. It had a long eel like body covered with suckers, and it had a horrible huge mouth at the head end. From that foul orifice a long serpent-like tongue leaped out and seized the warrior in a vise-like grip. As it lifted him toward the mouth he dropped his shield and morning star and drew his scramasax.

Fortunately Wulf's arms were still free. The monstrous tongue stuffed him whole into its maw, but this proved to be a mistake. With his free hand Wulf grabbed firm hold of the awful tongue and sank his teeth into it for good measure, ignoring the horrible taste. With his long razor sharp sax blade he began to slash and gash about him with all his might. The creature did not try long to swallow this disagreeable creature and soon stuck out its tongue to stop him from shredding its swallow pipe. Looking down Wulf stared into a huge ugly eye in what passed for this monster's face, and without

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hesitation, he drove the blade of his huge dagger into the bloodshot orb.

That was all the horror from the pool could stand. It dropped the warrior down in front of the altar and with a bloody sobbing moan it sank back into its pool.

Wulf staggered back to his feet and immediately regained his morning star and shield. He turned to face the fish folk who briefly stared back at him, and then the pisceans turned and disappeared into the waters of the lake. Wulf quickly untied Elisssa and carried her out of the temple and up the hill to her father.

Back in the Inn Wulf took a long bath, and spent a long time getting the fish stink out of his clothes and gear. Remarkably he had not received any serious injuries in his battle. The next day after he had had a good meal, the Innkeeper told him that in light of his heroic rescue of the maiden there would be no charge for his room or food. The town trader give him a new sax. Wulf told them he thought he had killed the evil thing in the temple, and that the fish men were poor fighters. The town people agreed that they would go down to the lake and knock down the old temple.

On the way out of Nerbyton, he was met by the girl Elissa who gave him a basket packed with food.

"You will always be welcome in our home," she told him.

Wulf thanked her, but went on his way. He was not cut out for a farmer's life, and he had an old comrade to meet in Khazan.

On the hill by the old trade road Elissa sat petting her dog and watched him until he was out of sight.

-fin-

TORCH BLADE

By Grumlahk



MONSTER OF LOVE

By Charri

Monster Rating: Infinity

Combat Dice: Infinity +1

Appearing: 1

Special Damage/Abilities: Emotional attack

Description:

The Monster of Love is an amorphous, invisible creature that lures two beings together so that it can dull their brains and swallow their hearts forever.