

THE SNOLLYGOSTER

THE PERIODIC PERIODICAL FOR THE TUNNELS & TROLLS™

VOLUME 1 NUMBER 7

Welcome to the seventh 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.

BLADDERED

A solo adventure by Mark Thornton
(for Khaghboommm Press with usage permission to Snollygoster)

Ye gods! What did you drink last night? Your skull is pounding as if an ogre demolition crew was being paid holiday rates to get a job done in double quick time and they were really having a ball in the process! Your hangover is so bad that your STR, INT, CON, DEX, CHR and SPD are all down by 1d6 each until further notice.

What's more, you are naked, with no possessions and are lying in the middle of a street. A cold wind whips at you and you hear the sound of wagon wheels and horses' hooves bearing down on you!

Make a L1 SR on SPD to get out of the way or you lose your legs!

Let us suppose you have not prematurely lost your legs through blunt-wheel amputation, notwithstanding how legless you were last night anyway... Your next problem is that the City Watch have just received a complaint from the wife of a rich and influential citizen that you should not be allowed to go about naked,

particularly as you clearly have so little to offer.

You need to talk your way out of this pickle, after all, they're men of the world and rather relieved to see that their own worries about under-endowment pale beside yours). Make a L1 SR on CHR or you get tossed in with the rats, the insane and the psychopaths down in the town dungeon – and no one walks away from that!

If you are still on the streets, some kind watchman must have given you a tunic because you're able to stagger away from the scornful wife of Don Key, the rich town councilor who funds the local mutation hospital. His wife doesn't go out without an escort (these streets just aren't safe!) and three of his henchman earmark you as a likely candidate for some genetic experimentation.

They're just house-boys really, no hard men these but you still need to muscle your way through them and put them on their backsides if you're not to be horribly maladjusted and soon enough just so many zombie parts – make a L1 SR on STR or your dog meat!

Let's take it that you busted your way through the pretty boys and you're making your way homewards, wherever that may be. The next hurdle to your living to see tomorrow is the winter cold – it's brass monkeys weather and you might well lose more than your nuts if you aren't pumped up with anti-freeze.

Make a L1 SR on CON: fail and you blackout and the mutation squad get their hands on you!

If you are surviving the bitter chills of this high altitude climate, best get inside pdq! Not so fast

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though... it's icy and you don't want to break a leg.

Make a L1 SR on DEX to avoid a bone-shattering fall that would see you put in a hand cart and wheeled off to the experiments hospital.

I admire your tenacity and your hardiness if you are still with us! But do you know where you are, much less whither you wend your way? I hope so for there are mean men on your tail, hoping to bushwhack you and make a pretty penny.

Make a L1 SR on INT to remember how to get home before the axe falls – all over you!

Can there be more torment to come from last night's debaucheries? I am very much afraid that there can be and there most certainly is something more to overcome before you waltz (waltz? stagger pitifully!) through into your womb form the woes of the world.

Mr. Key's pet wizard, Capitalismus, Wink-Wings in, having been tipped off there's easy meat to be had for his gore shop. If this money-mad and merciless magician gets his mits on you, you won't stay in one piece very much longer!

To escape from his clutches, you need to resist his wizard and just be plum lucky – every one has his off days and maybe Cap will botch his Hold That Pose spell. Make L1 SRs on both WIZ and LK – the first is about attracting benevolent Wizard-God aid and the second is about him having that muff-it moment. Good luck!

Did you get inside, slam the door shut and ram home those expensive anti-magic bolts? May

that be true, my friend! If so, not only can you take 200 APs for skipping the light fantastic to the tune of a very dark dirge but you also find – under your pillow – a gift-wrapped box containing a Ring of Sobriety: you will never get drunk while you where it and it adds 1d6 to all those attributes that the demon drink dimmed over the course of last night's alcoholic marathon!



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THE KLIKLAKE ENCOUNTER

A GM adventure for New Khazan by Professor Whenn/Mad Roy Cram

This is a GM adventure for up to 4 players written by Roy Cram for Tom Loney's New Khazan game system. It is based mainly on solving a mystery and should give those who enjoy role playing a good workout.

Background

The setting of this story is in the Sylobus star system near the galactic rim. Sylobus is a small, stable, Type G star. It has one large planet near the star, several small rocky planets, a significant asteroid belt and two large Gas Giants. The PanStellar Mining Corporation (PSMC) has an atmosphere mine on Sylobus VII, the larger gas giant, and is industriously mining its 5 large and 17 small moons. There is also a large ring system with lots of ice which provides water. The company has also put a lot of profitable effort into exploring and exploiting the nearby asteroid belt. With the help of Pan Galactic Security the company has pretty well cleared the system of poachers and pirates, and operates unmolested by these pests at the present time.

What concerns our brave group of spacers in this adventure is the large hot rocky planet nearest to the star. Named Ashtoridos, after the spacer who first surveyed this system, the planet has a diameter of 6800 miles, and an equatorial circumference of 21357 miles. It lies about 31 million miles from the star, and takes 102 days to make a complete orbit. The planet rotates slowly taking 212 days to make one complete turn. Its axis to equator inclination is

less than 2%, and it has no detectable atmosphere or water on its surface. The planets lack of atmosphere and slow rotation make its sun side very hot and its star side very cold. But there is an interesting temperate or twilight zone at the point where the planet turns its face away from Sylobus. Robot (or 'Bot) probes have sent back pictures of terrain changes which occur in the temperate zone which scholars cannot explain as due to any natural cause or phenomenon. "Sniffer" bots sent to the surface have sent back some encouraging evidence of valuable mineral deposits. But, to the great annoyance and frustration of their operators, the 'bots which have entered into or landed in the temperate zones have mysteriously sent back strange unreadable data and then ceased to function. "bots have also noted that Ashtoridos has a strong Kremm field which could make it a good source of Krestle. The company has got a grant from an interstellar scholars group that studys odd planets, and are going to send a ship to the planet to do a manned survey of its oddities, and potential mineral resources.

The company plans to send a Nephelē class freighter (page 27 of the New Khazan rule book) with canister holds and a survey lander shuttle which can take a crew of 4 down to the planets surface without risking the larger vessel. The freighter, called the Neppy 213, has a Captain, an Astrogator-Pilot, 4 spacer crew members, and the 4 members of the landing party who are the player characters of this scenario. The Neppy will take the lander to Ashtoridos, send it down, and then take up a high orbit in the planet's shadow. The lander has sufficient fuel to and once and return to the mother ship.

The landing party will consist of a Scholar

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from the Planet Study Commission and will be an expert on this kind of planet. The company has sent a spacer who can fly the lander and provide security if needed. He also will keep the lander life support and other systems going. The lander has enough supplies to remain on the planet for 40 days. The other company men are a Prospector who is expert at finding and evaluating mineral finds, and an Alchemist who can analyze the rocks they bring him and confirm their value. The lander has a control room, living quarters, an airlock, a hold, and a small lab. On a whole it is pretty small ship and space is at a premium. All these characters are experts in the use of space suits and have been provided with special suits designed for high and low temperatures and for radiation resistance.

The Neppy will not tunnel to Ashtoridos, but will use the gravity of Sylobus VII to sling shot them towards the planet. The trip will take about 30 days. The ship is small and only the Captain and the Astrogator have their own cabin. The rest have to 'hot bunk' or share beds with other crew who work while the other sleeps.

An important incident will take place while the Neppy is making its final approach to Ashtoridos. The GM will pick one member of the landing party (I suggest the Prospector character) to have an encounter. The other ship's crew and characters won't have this experience, and should not be told about it by the GM. The chosen person will be awakened in his bunk and find two Void Fairies hovering above him. These odd creatures look like tiny humanoids with gorgeous butterfly wings make of multicolored strings of light. They frequently

appear on space ships, but never have done anyone or anything any harm, and no one has ever been able to capture one, though scholars have offered huge rewards to anyone who can provide them with a specimen. The character will know what they are if he can make a level one saving roll on intelligence. If he doesn't know, the GM should simply describe the creatures, and volunteer no other information about them. The character will not feel any fear or desire to try and catch them. Then, one of the Fairies will dart down and touch the character on his forehead. He will feel a mild shock, and have a brief spasm. When it is over, the Fairies will be gone.

It is up to the character to share his odd encounter with the others. Or, he can keep it a secret. The captain will want to put it in the ship's log and will explain what the creatures were if the character shares his story. A little later the character touched by the Fairie will find that he can feel what the other characters around him are feeling (telempathy) and he is beginning to hear the murmur of their thoughts. He has been made telepathic. This is a serious thing. Very few persons or creatures like to have a telepath around. Again, the character must decide whether he will share the news of his new talent with anyone.

Once in orbit over Ashtoridos the Neppy will select a spot on the hot side of the sunset area of the temperate zone for the lander to go down. This will give the lander about 16 days of time as the area goes from blistering heat to freezing cold again. They should have full opportunity to observe what is happening in the area during that time in temperatures where the probes developed their problems. The landing should be no problem for the experienced pilot; he

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must make a level one saving roll on his intelligence. If he fumbles, however, there will be a problem. The lander will be damaged and unable to take off until repaired. The GM may have some fun here by making it difficult as he wants, requiring higher level saving rolls to make the needed repairs.

The first day of the landing the sun will still be above the horizon and the heat will still be extreme. The Scholar and the Prospector will don their space suits and go out to gather specimens. The Scholar has noticed that the terrain of the planet in both the hot and cold zones is almost featureless. There are not even craters which are a common feature of this kind of planet. The prospector will be annoyed to find that the only kind of 'specimen' to collect here seems to be a coarse grainy sand. When the Alchemist analyzes this gravelly stuff he will find it rich in minerals, but low in silicon compounds. However the results are encouraging, because the minerals are an exploitable resource and the company will be glad to hear these results at least

It is at this point that our fledgling telepath will begin to notice that, in addition to the thoughts of his companions, he is picking up a peculiar kind of noise, a sort of clicking and clacking sound like the noise made by a metal clicker toy. The sound is quiet, but varies in speed from time to time, fast for a while, then slow again. And in the first sleep period, all the sleepers will have dreams of a click clack noise and recall images of things moving unseen in a dark field. On the second day the star has almost set, and temperatures are beginning to fall. Shadows are gathering over the land. Another jaunt outside fails to find anything new to report. Then, late

in the 'day' the ship's seismograph records several tremors in the ground nearby. A quick look around reveals that several small hills have appeared in the distance starside to the ship. Now the telepath fellow notices a distinct increase in the clicking and clacking going on in his head. The other players will also notice this increase, and also more intense dreams of things in the dark. None of the ship's instruments are picking up any of this clicking and clacking sound. Pilot will realize on a level one saving roll on intelligence that it sounds sort of like some kind of binary code.

On day three, Prospector and Scholar will take a Gravity sled to the nearby hills. There were more tremors during the night and now the hills are larger and closer. The two men find that the hills seem to consist of huge piles of flat geometrically shaped rocks, in the form of squares, triangles, and circles. These have strange colors and patterns on the surfaces, and also give off a strong Kremm signature. Specimens taken to the ship of analysis show them to be high in silicon and nickel, and also, each of the rocks has a small piece of Krestle in it. The party is ecstatic; they are going to be rich!

As the telepath fellow came in contact with the new 'rock' specimens, he noticed very strong click clack activity, but it ceased when they were brought into the ship. The specimens also lost their pretty colors. The Alchemist thinks they apparently are effected by exposure to oxygen.

On the fourth day the telepath has begun to note that there are now many different click clacks going on at the same time, and they seem very busy. Pilot has tried to write down the clatter in a dot-dash code and sent it to the mother ship to see what they can make of it. All

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dream now of great shadows moving about, and small tremors are noted almost every hour. The dreams now bring feelings of anxiety and frustration. Towards the end of the day, there is a small planetquake that makes the ship tremble for a couple of minutes, and now the seismograph reports that things appear to be moving in the ground underneath the ship. Telepath now has such a cacophony of clicking and clacking in his head that he feels like something is trying to communicate with him. The other members of the landing crew are starting to hear the noise while they are awake, like a sort of clattering tinnitus. When Scholar and Prospector suit up and go out again they are startled to see the ship entirely surrounded by tall hills, and, behind the hills, immense monoliths rise into the starry sky. Captain calls to ask their situation. He has seen the dramatic changes in the terrain, and is concerned about the safety of his lander. Prospector returns to report that the hills outside are made entirely of the silicon nickel rocks and contain a fortune in Krestle. The kremm signature is off the scales. But he also notes that when he tried to gather specimens, the 'rocks' moved away from him, and he felt threatened. The click-clacking became very agitated and there was fear as well as anger in it. He gets a flash image in his mind; the rocks are aware of the deadly oxygen in the lander!

Back in the lander, Captain congratulates the crew, and orders them to return to the Neppy. Captain sees huge bonuses for all and can't wait to get back to base with the dead specimens. He envisions huge automatic mining machines scooping up this stuff and extracting the Krestle and minerals from it. But Scholar is appalled. He is convinced that the 'rocks' are a new silicon

based life form, and should be protected and studied. The click clacking is how they communicate. Telepath tells the Captain that the 'rocks' which he now calls Kliklaks are acting like living creatures, resisting his efforts to bring them into the lander's toxic environment. Pilot says he has figured out what the click clack code he wrote down is. It is the binary code from one of the 'bot sniffers that disappeared here.

Now the lander crew must make decisions. What should they do? What can they do or say to keep the company from sending its miners here to harvest the Krestle and minerals? Do they want to stop it? It will make them all millionaires if it succeeds.

As the rest of the crew prepares for take off, telepath makes an supreme effort to open his mind to the Kliklaks. He allows them to enter his mind. Images of his whole life flash through his consciousness like a video. All his memories and feelings are replayed in a few minutes. At the end he faints, overcome by the experience.

And the click clacking stops

While the others tend to the unconscious telepath, Scholar gets an irresistible urge to go out one more time. When he does, he sees an awesome sight. The hills and monoliths are dancing, flowing like great slow graceful ocean waves around the ship. And, deposited at his feet are the pieces of the two 'bot sniffers that were lost here. Scholar than gets a mental impression of finding something very strange, and, in the effort to understand and analyze it, took it apart, and was appalled to discover that it had ceased to function. Feelings of sorrow and regret come thru. Scholar takes the dead Kliklaks from the ship and returns them to the

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planet's surface. Other Kliklaks flow around them and take them away. Scholar feels gratitude, and goes back into the lander.

Telepath is dreaming now, a dream of vast dark things and places deep beneath the searing surface of Ashtoridos' sun side and the frozen solid wastes of the star side. The Kliklak tell him in images, they evolved long ago, there was a great orange ship, and then awareness. They grew, and kept growing, and became, not a colony of individuals, but one great individual, a single vast mind and a creature that lives in the crust of the planet. Most of it lies quiet, dreaming far below the inhospitable surface of their hot cold world, only rising above the ground in the temperate zone as the planet revolves. Here it renews and recycles its old units, and looks up at the stars and wonders what might be out there. Telepath senses the real power of this mighty being, its vast knowledge, and sees what folly it would be to come here and try to do it harm. It has learned all he knows and all that the lander crew knows, and it knows that his kind are no match for it if it be aroused to wrath. It can defend itself. He gets a message: warn your fellows. Come in peace, or stay away. Nothing harms me with impunity.

The adventure can end here. If the ship is damaged, the Kliklak will repair it and launch it gently back into space where the Neppy can rendezvous with it. Now the PC's must face the Captain and the company, and must try to convince them not to try and mine the planet's minerals. Scholar will be especially upset. He wants to go back and devote his life to studying this amazing world creature. Telepath can only try to impress the bosses that they risk losing all to confront the Kliklak here.

If the company ignores the warning (a strong possibility; they are quite greedy), Kliklak will make them regret it. Their losses will be complete and colossal. And, in the end, Telepath and Scholar will return to Ashtoridos, and become renowned for their work and researches there.

Far out in space at the edge of the Sylobus system a mile long orange ship in the shape of a needle hides in the Oort cloud. On board, two Void Fairies smile at each other, their mission accomplished. They turn their attention to the ship controls and the vast vessel turns its bow towards the galactic core and disappears.

And, beneath the grainy sands of its furiously hot and freezing cold deserts, the Kliklak ponders the knowledge it has gained from the lander crew, and waits patiently for its new friends to return to it again.

GM must play the PSMC as pretty much the classic profits uber alles company. The lander party can do what they want, but Scholar will defend the Kliklak to the best of his ability. If the company tries to land the large mining machines on Ashtoridos, the planet will simply swallow them. If they try to attack the planet from space, the ship's crews will be blasted with mind numbing Pox spells. Kliklak can sense and will deflect missiles or kinetic weapons. Wherever the PC's want to take the story from here is up to them and the GM. But each PC should get a level's worth of experience points for this, and Telepath will keep his 'gift' to read other beings thoughts and feelings.

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THE GIFT OF GZNTYT

By Charlie Fleming

You have been entrusted by Prince Khladnareeeeeen to deliver a special jewel encrusted bottle, a gift for the beautiful Princess Gzntyt, to the city of Gihn. To do so however you must travel across the Mahalhakkki desert(I didn't know it existed either). The journey will take 15 days and only 15 days, any more will unleash terrible portents for you(The Prince's words). You will be outfitted with 15 daily rations, 15 daily allowances of water(actually they are magical tablets of hydration, lighter to carry than all that water), and a portable shelter to protect you at night. Tonight you have been given a luxurious room in the palace with all of the amenities you could think of. Enjoy yourself because your journey begins in the morning.

How to play:

Each day of your trek you will roll once on the Daily Event table to see what will happen to you that day. You will then roll on the next appropriate table(Event, Encounter, or Item) and do what needs to be done..

At the end of each day you will cross off 1 ration and 1 unit of water for having consumed them to keep you healthy. If you go a day without food or water, for any reason, you lose 2 CON points. If you go a day without both you lose 4 CON.

It's morning and you are now off on your journey. Roll your dice...

Roll 2d6 For Daily Event

2	Nothing
3	Event
4	Encounter
5	Nothing
6	Encounter
7	Event
8	Item
9	Nothing
10	Event
11	Encounter
12	Item

Roll 2d6 For Encounter

2	Deathwurm MR 40
3	Giant Vulture MR 25
4	Skeleton MR 15
5	Giant Scarab Beetle MR 18
6	Jackal MR 12
7	Dire Camel MR 23
8	Wanderer - roll 1d6: evens he leaves you alone, odds he attacks MR 13
9	Giant scorpion MR 22
10	Huge Gila Monster MR 20
11	Mummy MR 26
12	Sand Slime MR 24 - edged weapons do half damage

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Roll 2d6 For Event

- 2 - Bad Sandstorm – roll 1d6: Odds - lose a day, evens make L3SR roll vs Luck or take 3d6 in damage
- 3 - Sink hole – Make L2SR vs. DEX to escape or 1d6 damage
- 4 - Oasis - refill water and rest and restore 1d6 of CON. Water back to full
- 5 - Traveling Merchant - will sell you what you need
- 6 - Mirage of what looks like your home
- 7 - Nomads – Roll 1d6: 1-2 thieves and steal 1 item from you, 3-4 ignore you, 5-6 friendly and give you water and food to restore 1d6 of CON(add+3 food and waters)
- 8 - Mild Sandstorm roll 1d6: evens - lose a day, odds make L1SR roll vs Luck or take 1d6 in damage
- 9 - Cactus – Make L1SR vs INT or LK(which ever is higher) to drink and regain 2 CON or you found a bad one and lose 2 CON.
- 10 - Find a small edible lizard and regain 2 points of CON. Do not use a provision.
- 11 - Ubearably hot day – use an extra water
- 12 - Odd lights in the sky

Roll 2d6 For An Item

- 2 – Human bones - picked clean and bleached
- 3 - Bottle of liquid – roll 1d6: 1 – poison make L2SR against CON or take difference in damage, 2-3 heals 1d6 CON, 4-5 water(don't have to use a water this day), 6- adds 1d6 to lowest attribute
- 4 – Knopesh (4d6, STR 12, DEX 12, 60 GP) in the sand.
- 5 – bag with 1d6 jewel worth 1d6 x 6d6 in GP
- 6 – Black claw of a giant scorpion

- 7 - Gold box with 5d6 GP, worth 100 GP + how many gold pieces there are
- 8 – A skeleton hand with 1d6 rings on it worth 1d6x5d6
- 9 - Two handed sabre – (10d6, STR 30, DEX 30, 137 GP)
- 10 – Half eaten camel corpse
- 11 – A Gem that glows bright in the sun worth 9d6 GP, unable to open.
- 12 – Girdle of Karfthaa – gives there wearer +5 adds and absorbers 5 points of damage. Can only find once

Gas Attacks!

By Charlie Fleming

Want something special out of that gas trap you set for your adventurers? Roll 2d6 for some fun.

2	Instant death
3	Turns person evil
4	Inhibits magic use for 1-5 rounds
5	Causes blindness for 5 rounds.
6	Causes sleep for 3 rounds.
7	Noxious, burns nostrils and throat of victim for 1d6 points of CON.
8	Who smelt it first is accused of being the one who dealt it.
9	Causes a rash that does 1 point of damage until residue is washed off
10	Causes euphoria for 1d6 rounds
11	Causes fear for 1d6 rounds
12	Causes person to view friends as enemies and attacks them for 2 rounds