

POCKET DELVE!

A SOLOTASTIC WAY TO PLAY!



FOR USE WITH
TUNNELS & TROLLS

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Pocket Delve is a dungeon of random encounters for times when you just want to delve.

Da Rules:

Hallways: You can move freely around the hallways. For every 10 squares you move you must roll on the Hallway wandering monster chart. Doors to rooms always open.

Rooms: When you enter a room roll on the room chart to see what you've found/encountered. If you re-enter a room you've been in before you do not need to re-roll on the room chart, but you do need to make a Save Roll the same level as the level of dungeon you are on against Luck. If you miss the roll or roll two 1's then you must fight a wandering monster.

Stairs: Stairs going up look like this:  On Level 1 they are where you begin and lead to the outside. Stairs going down look like this:  They lead to the next level of the dungeon.

Bosses: Bosses are only on the bottom level of the dungeon. If you encounter one and win the fight the game is over. Count your loot and lick your wounds.

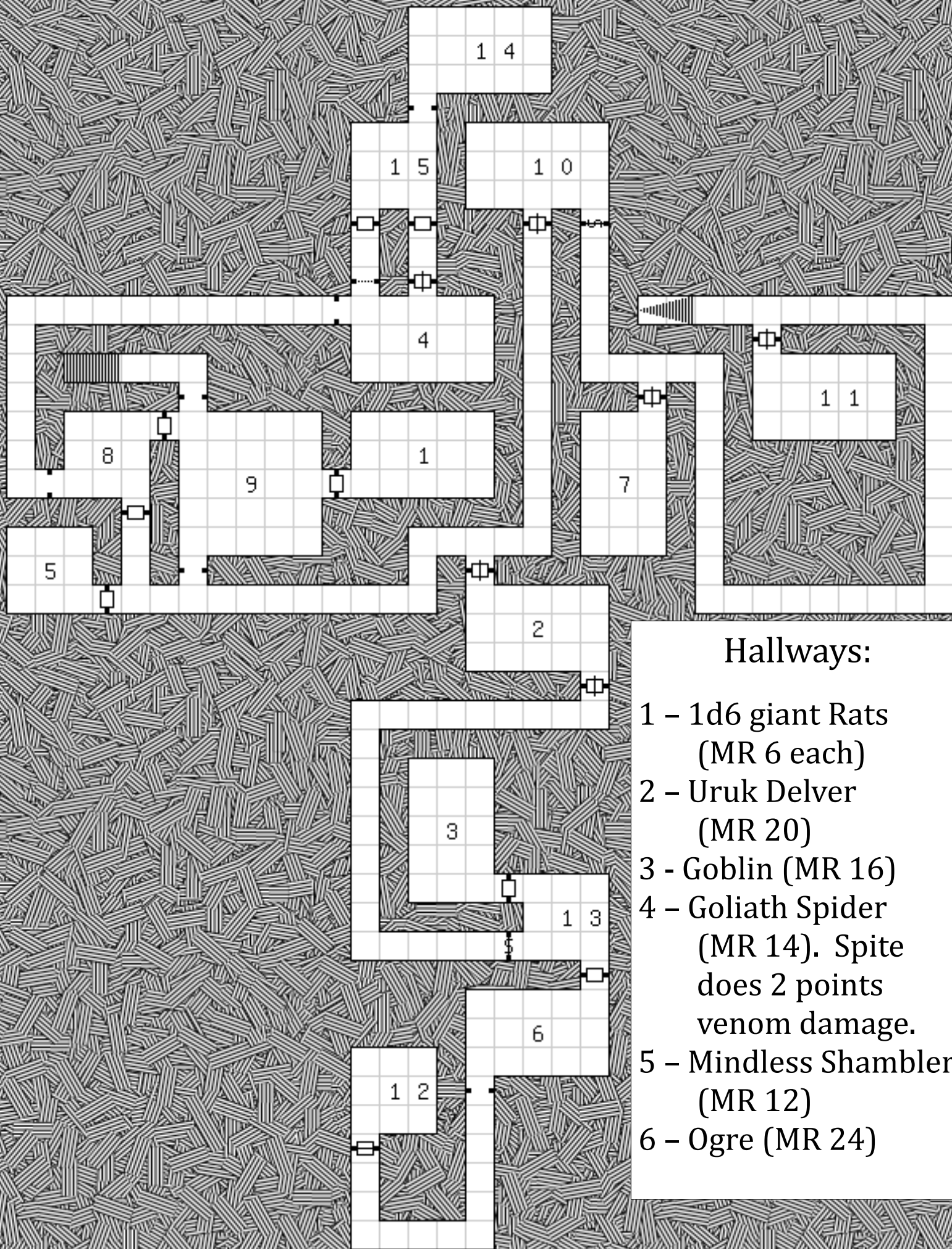
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TREASURE

You can use any treasure generator you wish
or you can roll 3d6 and use this one:

- 3 – 3d6 x 2d6 x 1d6 in Silver Pieces
- 4 – Gladius of Goblin Doom 3+2 dice/double against goblins, 10STR, 7 DEX
- 5 – A potion that raises your lowest attribute by 1d6.
- 6 – Ring of Protection – Absorbs 2 extra hits
- 7 – 3d6 x 1d6 in Gold Pieces
- 8 – Helm of Regeneration heals your level in Con per round.
- 9 – Complete set of Uruk scale mail, 8 hits
- 10 – A potion that adds 1d6 to your CHR
- 11 – Magic weapon balm. Doubles weapon adds.
- 12 – 2d6 x 4d6 in Gold Pieces
- 13 – A healing potion that restores 1d6 of Con. 1 dose.
- 14 – A golden finger cuff worth 214 GP
- 15 – 1d6 gems worth 3d6 x 2d6 in GP
- 16 – of Herb's herbs. 1 dose of the Grand Alchemist Herb's special blend that doubles your Strength and Con for 1 round of combat when eaten. No matter how far in advance you eat the herbs, it will stay in your system until 1 round of combat is over. After that your Strength goes back to normal but your Con is fully regained to it's original score.
- 17 - A healing potion that restores 2d6 of Con. 1 dose.
- 18 – Flaming Chakram 4 Dice, STR 4, DEX 14



Hallways:

- 1 - 1d6 giant Rats (MR 6 each)
- 2 - Uruk Delver (MR 20)
- 3 - Goblin (MR 16)
- 4 - Goliath Spider (MR 14). Spite does 2 points venom damage.
- 5 - Mindless Shambler (MR 12)
- 6 - Ogre (MR 24)

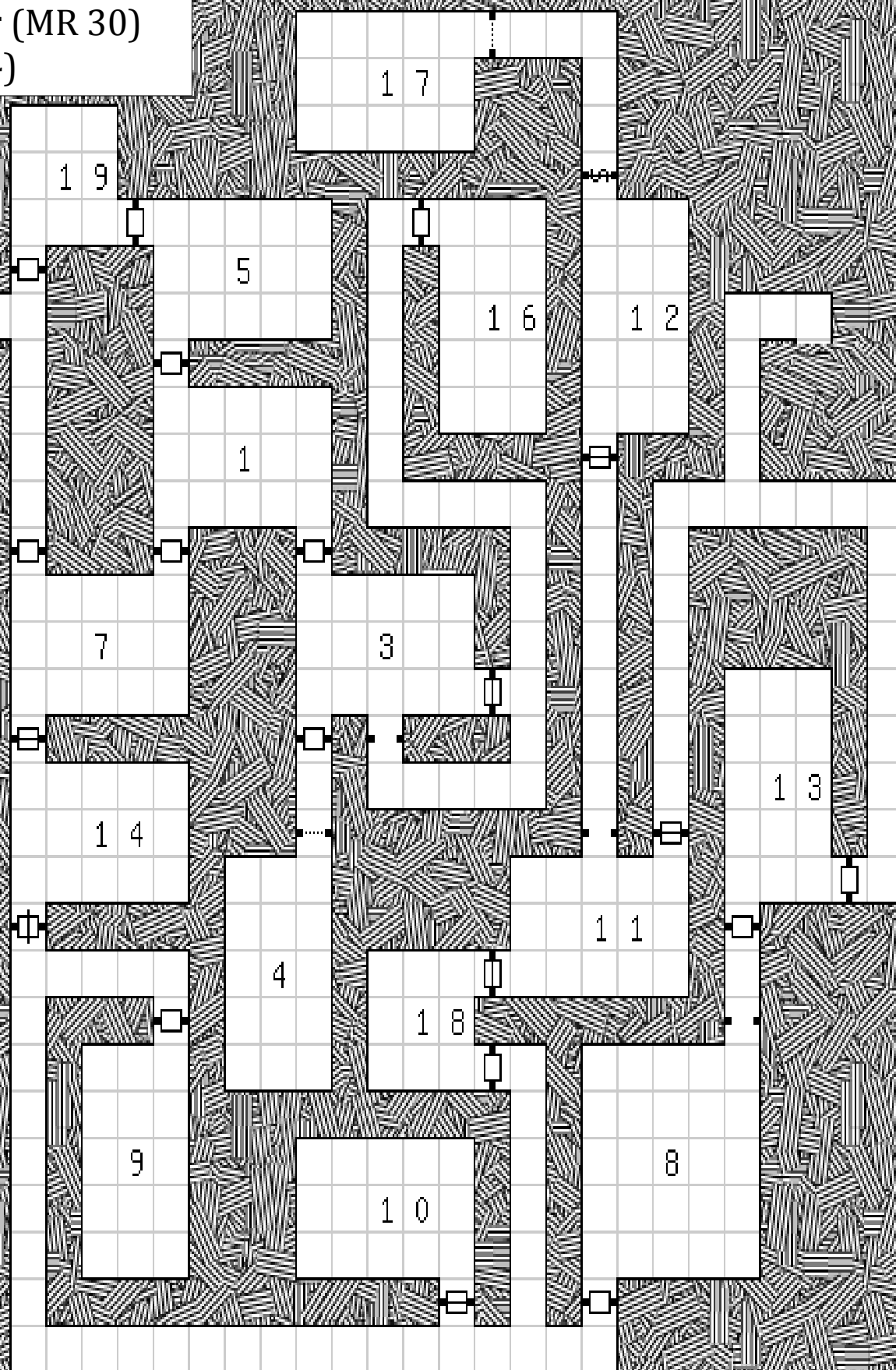
LEVEL 1

- 4 – Arrow trap. Save vs. DEX or SPD. Damage is 1d6+1
5. - 1d6 goblins (MR 8 each)
- 6 – Roll on Treasure chart
- 7 – Living Statue (MR 20, Skin takes 2 hits)
- 8 – Falling rock trap - Save vs. DEX or SPD(whichever is highest. Damage is 1d6+2
- 9 – Tar Man (MR 20, Skin takes 1 hits).
- 10 – Roll 1d6 odds= nothing happens, evens = Hallway monster comes into the room, roll on hallway chart.
- 11 - Save vs. LUCK. Missing = TTYF trap. Damage = missed difference.
- 12 - Goblin Thief (MR 18). Level 1 save vs. Luck. If you lose he steals 1/4 of your loot and runs away.
- 13 – 2 Skeletons (MR 11 each or MR 22 total).
- 14 – Rival delver(MR 16).
- 15 – Gas Attack. Save vs. CON. 1D6 damage if missed.
- 16 – 2 Goblins(MR 9 each or MR18 total)
- 17 – Cyclops (MR 28).
- 18 – Roll on Treasure chart.
- 19 – Hume-goo(MR 23). Human/ghoul hybrid
- 20 – Viridian slime (MR 14) – Edged weapons do half damage against it.
- 21 – Power orb. Add a permanent +1 to lowest attribute.
- 22 - Spider nest. 1D6 large spiders (MR 6 each).
- 23 - Roll on Treasure chart.
- 24 – Cave Troll (MR 30).

Hallways:

- 1 - Zombie (MR 22each)
- 2 - Uruk Delver (MR 30)
- 3 - Ogre (MR 34)

- 4 - Ghoul (MR30)
- 5 - Black Snark (MR22)
- 6 - Pulpous Scuz (MR 28)



LEVEL 2

- 4 – Boss
- 5. - Invisible punch of Kalibassa. Make a level 2 save vs. Strength to resist the force of an unseen fist.
- 6 – Dethepede (MR 29)
- 7 – Cave Caiman (MR 26)
- 8 – Doom Jelly(MR 30). Extra 1 die of damage on spite
- 9 – Faceless wanderer (MR 32)
- 10 – Goblin Guard (MR 28)
- 11 - Spinning blade from the wall. Make a level 2 save vs. Speed.
- 12 - Boss
- 13 – 1d6 Skeletons (MR 11 each).
- 14 – Roll on Treasure chart
- 15 –Gobgre (MR 35) Mutated offspring of Goblin and Ogre.
- 16 – Gylph of internal inflammation. Make a level 2 save vs. Wiz.
- 17 – Goblin Chief (MR 38)
- 18 – Tar Man (MR 30, Skin takes 1 hits).
- 19 – 1d6+ 2 goblins (MR 8 each)
- 20 – Dark Gnome (MR 28)
- 21 – Naught (MR 30)
- 22 - Roll on Treasure chart
- 23 - Swinging iron ball from the ceiling. Make a level 2 save vs. DEX
- 24 – Boss

Trap damage = missed difference on Save Roll.

BOSSSES

If you defeat a boss then the dungeon has been cleared and you exit safely to the outside. You may also roll 3 times on the treasure chart. It's now time to count your loot and lick your wounds. Roll 1d6

3 or 4: *Kulgog The Undefinable* MR 42

Kulgog is a 7' tall mutant mess of Goblin, Uruk, Ogre and who knows what else. He wields a mace fashioned out of an ogre bone in the hand of the top of his two right arms. In his left he holds a shield that absorbs 4 hits. He uses his other right arm to sucker punch. Make a level 2 Save vs. LUCK each round or he hits you for an extra die of damage. His Combat dice is 5+26.

2 or 5: *M'aa'roo, He Who Moves Still* MR 46

M'aa'roo is the living skeleton of a long dead mage. He casts Dem Bones immediately so you must fight 1d6 skeletons (MR 10 each) before you can fight him. Every other round(even while fighting skeletons) M'aa'roo throws a fireball at you. Make a level 2 Save vs. DEX or take 1d6 extra damage. His Combat dice is 5+23.

1 or 6: *Tarugarugarugaruga The Worm God* MR 50

Tarugarugarugarugaruga is a massive giant worm. He's not really a god, he just thinks he is. His Combat dice 6+25.