

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.

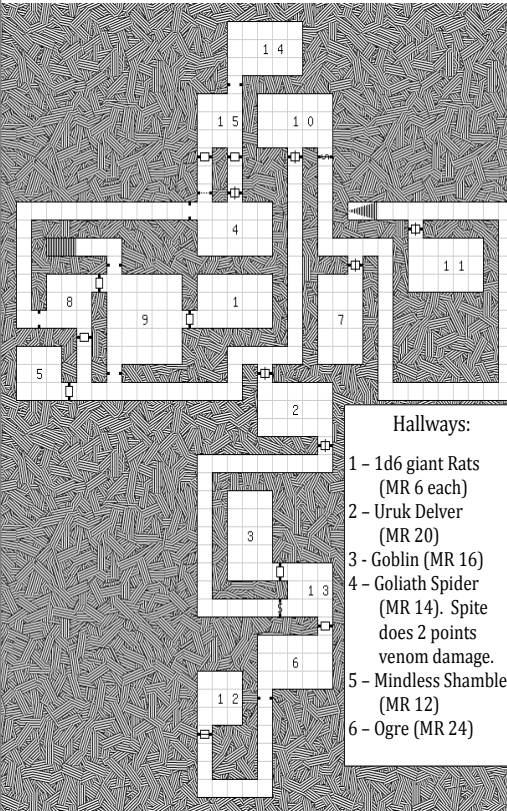
Bosses: Bosses are only on the bottom level of the dungeon. If you encounter one and win the fight the game is over. Count your loot and lick your wounds.

Tunnels & Trolls was written & designed by Ken St. Andre & is a trade mark of Flying Buffalo, Inc. Check out more great T&T products at <http://www.flyingbuffalo.com>. Also go to Trollgod's Trollhalla at <http://trollhalla.com>.

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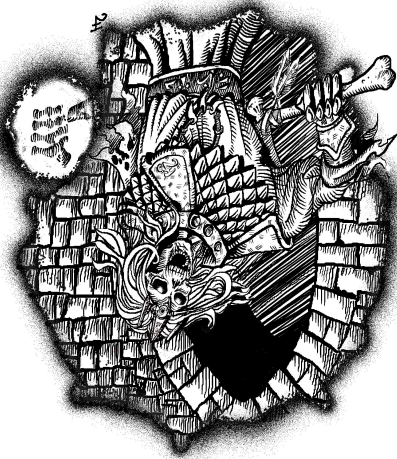
You can use any treasure generator you wish or you can roll 3d6 and use this one:

- 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



- 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 3 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 deliver (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).

FOR USE WITH
TUNNELS & TROLLS



POCKET DELVE!
A SOLO-TASTIC WAY TO PLAY!

3 or 4: Kuligog The Undefinable MR 42
Kuligog is a 7' tall mutant mess of coblin, Uruk, Ogre and who knows what else. He wields a mace fashioned out of an agave spine in the hand of the top of his two right arms. In his left he holds a shield that absorbs 4 hits. He saves 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.

1 or 6: Tarrugarrugarrugarruga The Worm God MR 50
He's not really a god, he just thinks he is. His Combat dice is 5+23.

2 or 5: 'Ma'rao, He Who Moves Still MR 46
'Ma'rao 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 throw a fireball at you. Make a level 2 Save vs. DEX or take 1d6 extra damage. His Combat dice is 5+23.

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2. EVALUATION

- Trap damage = missed difference on Save Roll.
- 24 - Boss
save vs. DEX
- 23 - Swinging iron ball from the ceiling. Make a level 2
- 22 - Roll on Treasure chart
- 21 - Naught (MR 30)
- 20 - Dark Gnome (MR 28)
- 19 - 1d6+2 goblins (MR 8 each)
- 18 - Tar Man (MR 30, Skin takes 1 hit).
- 17 - Goblin Chief (MR 38)
vs. WIZ.
- 16 - Glyph of internal inflammation. Make a level 2 save.
- 15 - Gorgre (MR 35) Mutated offspring of Goblin and Ogre.
- 14 - Roll on Treasure chart
- 13 - 1d6 Skeletons (MR 11 each).
- 12 - Boss
Speed.
- 11 - Spinning blade from the wall. Make a level 2 save vs.
- 10 - Goblin Guard (MR 28)
- 9 - Faceless wanderer (MR 32)
- 8 - Doom elch (MR 30). Extra 1 die of damage on spite
- 7 - Cave Gaiman (MR 26)
- 6 - Dethpepede (MR 29)
- 5 - Strength to resist the force of an unseen fist.
- 4 - Invisble punch of Kaibassas. Make a level 2 save vs.

