

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.

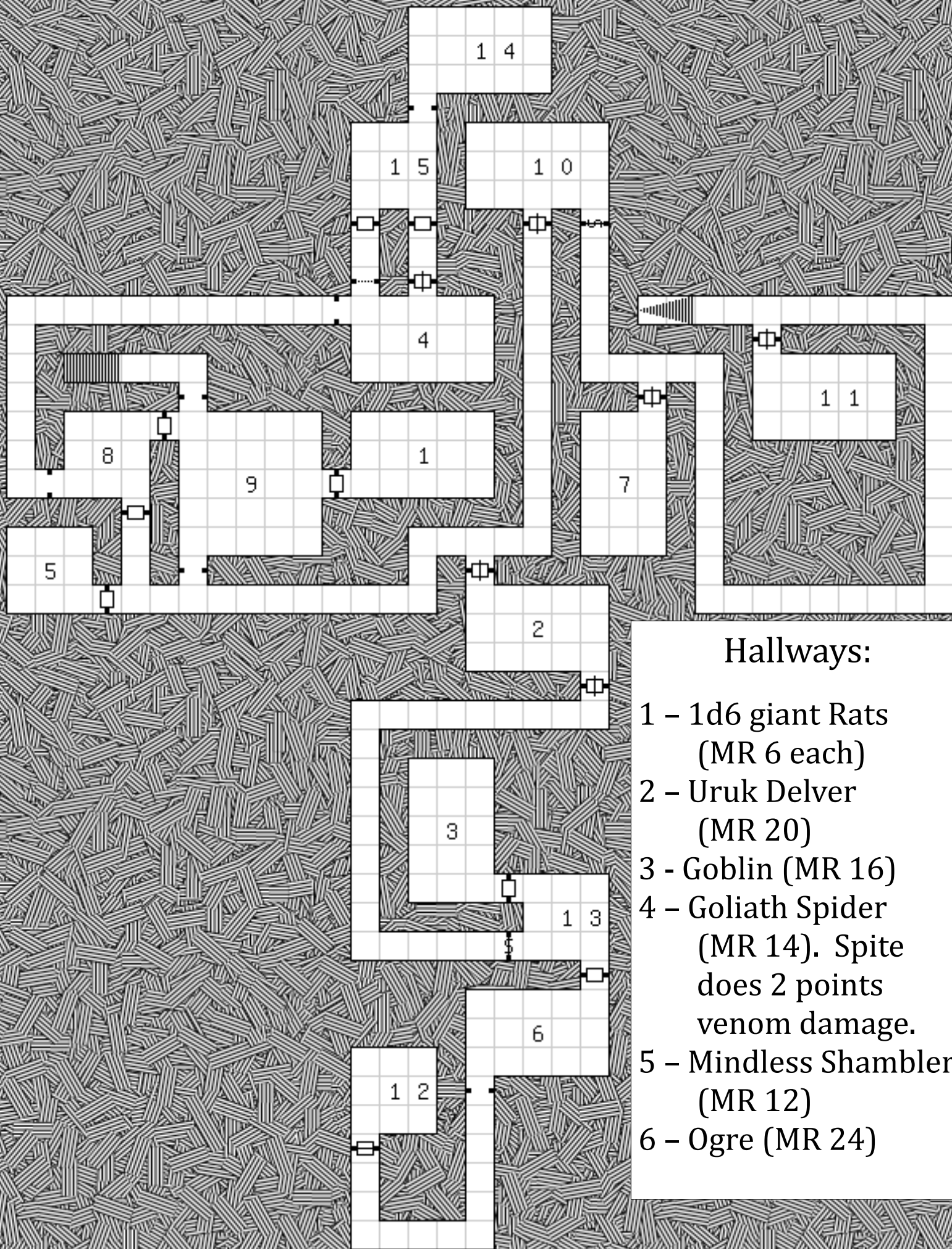
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TREASURE

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)

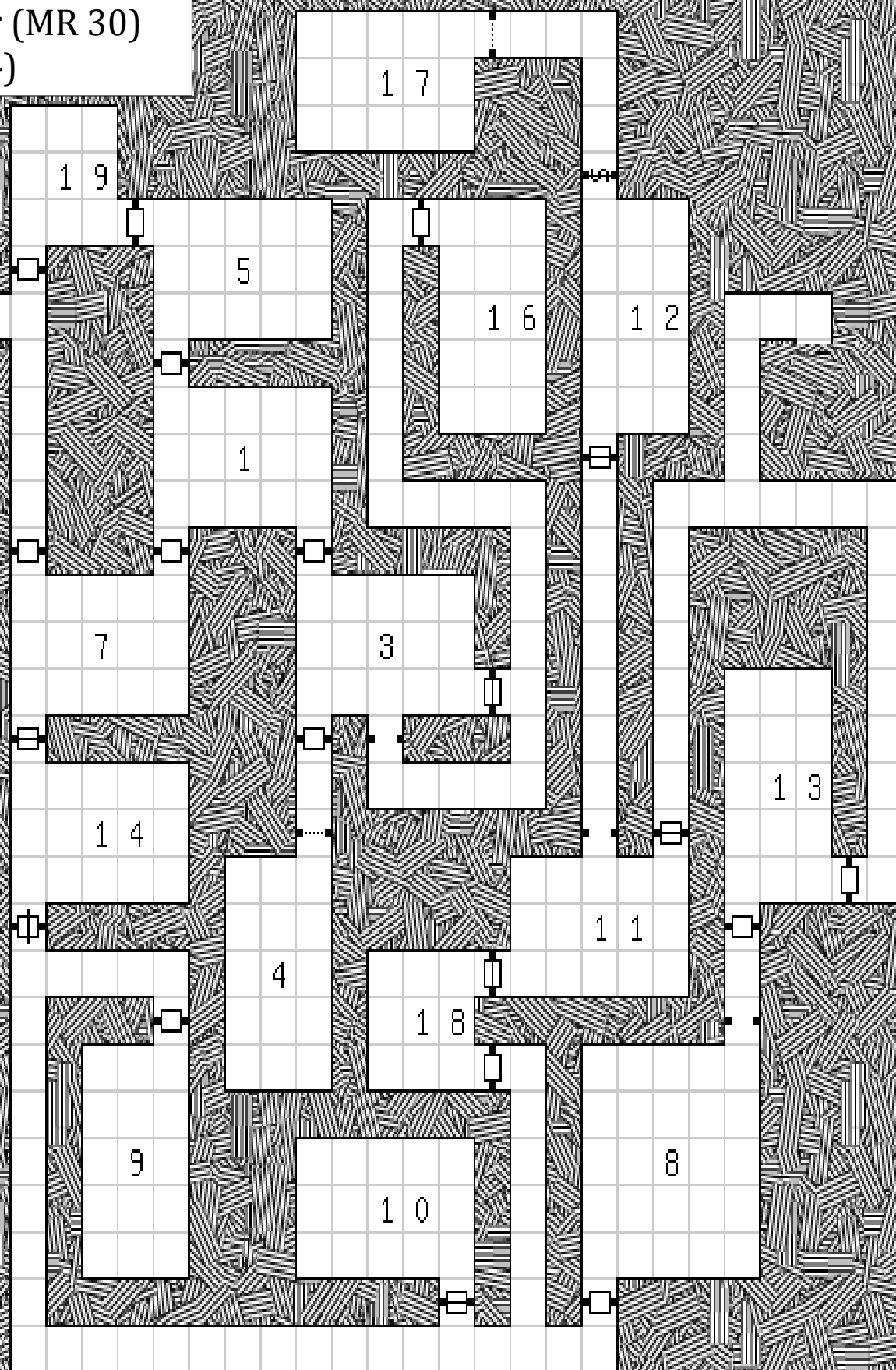
LEVEL 1

- 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.