

- Strength to resist the force of an unseen fist.
- 5. Invisible punch of Kalibassa. Make a level 2 save vs.

  - - SSOA 4

- (62 AM) nemis) evel 7 9 – Dethepede (MK 29)
- 9 Faceless wanderer (MR 32) 8 - Doom Jelly(MR 30). Extra 1 die of damage on spite
- 10 Goblin Guard (MR 28)
- 11 Spinning blade from the wall. Make a level 2 save vs.
- 2b66q
- 32 Boss
- 13 1d6 Skeletons (MR 11 each).
- 14 Roll on Treasure chart

Hallways:

- 1d6 giant Rats

(MR 6 each)

2 – Uruk Delver

(MR 20)

3 - Goblin (MR 16)

4 - Goliath Spider

(MR 12)

6 – Ogre (MR 24)

(MR 14). Spite

venom damage.

5 – Mindless Shambler

ssog - <del>1</del>/7

SAVE VS. DEX

1164 - 22 - 22 Treasure chart 21 - Vaught (MR 30)

20 - Dark Gnome (MK 28)

17 - Goblin Chief (MR 38)

19 - 146+ 2 goblins (MR 8 each)

does 2 points

18 - Tar Man (MK 30, Skin takes 1 hits).

- 15 -Gobgre (MK 35) Mutated offspring of Goblin and Ogre.

- .ZIW .SV

14

TREASURE

You can use any treasure generator you wish

or you can roll 3d6 and use this one:

4 - Gladius of Goblin Doom 3+2 dice/double against

5 - A potion that raises your lowest attribute by 1d6.

8 - Helm of Regeneration heals your level in Con per

11 - Magic weapon balm. Doubles weapon adds.

13 - A healing potion that restores 1d6 of Con. 1 dose.

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 Strength goes back to normal but your Con is

He's not really a god, he just thinks he is. His Combat dice

1 or 6: Tarugarugarugarugaruga The Worm God MK 50

throws a fireball at you. Make a level 2 Save vs. DEX or

skeletons (MR 10 each) before you can fight him. Every

H as roo is the living skeleton of a long dead mage. He

Save vs. LUCK each round or he hits you for an extra die of

uses his other right arm to sucker punch. Make a level 2

arms. In his left he holds a shield that absorbs 4 hits. He

out of an ogre bone in the hand of the top of his two right

Kulgog is a 7' tall mutant mess of Goblin, Uruk, Ogre

and who knows what else. He wields a mace tashioned

roll 3 times on the treasure chart. It's now time to count

cleared and you exit safely to the outside. You may also

If you defeat a boss then the dungeon has been

**SISSO8** 

other round(even while fighting skeletons) M'aa'roo

casts Dem Bones immediately so you must fight 1d6

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

damage. His Combat dice is 5+26.

3 or 4: Kulgog The Undefinable MR 42

your loot and lick your wounds. Roll 1d6

take 1d6 extra damage. His Combat dice is 5+23.

'îarugarugarugaruga is a massive giant worm.

17 - A healing potion that restores 2d6 of Con. 1 dose.

vour system until 1 round of combat is over. After that

·SZ+9

6 - Ring of Protection - Absorbs 2 extra hits

9 - Complete set of Uruk scale mail. 8 hits

10 - A potion that adds 1d6 to your CHR

14 - A golden finger cuff worth 214 GP

15 - 1d6 gems worth 3d6 x 2d6 in GP

fully regained to it's original score.

18 - Flaming Chakram 4 Dice, STR 4, DEX 14

3 - 3d6 x 2d6 x 1d6 in Silver Pieces

goblins, 10STR, 7 DEX

7 – 3d6 x 1d6 in Gold Pieces

12 - 2d6 x 4d6 in Gold Pieces

round.

POCKET DELVE! A SOLOTASTIC WAY TO PLAY

Pocket Delve is a dungeon of random encounters for times when

Hallways: You can move freely around the hallways. For every

10 squares you move you must roll on the Hallway wandering

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

dungeon you are on against Luck. If you miss the roll or roll two

where you begin and lead to the outside. Stairs going down look

Bosses: Bosses are only on the bottom level of the dungeon. If

you encounter one and win the fight the game is over. Count

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LONNETS & LKOFTS

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YAM OT YAW OTTEATOJOE A

T&T products at <u>http://www.flyingbuffalo.com</u>. Also go to

Trollgod's Trollhalla at http://trollhalla.com.

you do need to make a Save Roll the same level as the level of

Stairs: Stairs going up look like this: IIIII On Level 1 they are

like this: They lead to the next level of the dungeon.

monster chart. Doors to rooms always open.

1's then you must fight a wandering monster.

your loot and lick your wounds.

you just want to delve.

Da Rules:

LEVEL 1

4 - Arrow trap. Save vs. DEX or SPD. Damage is 1d6+1

8 - Falling rock trap - Save vs. DEX or SPD(whichever is

10 - Roll1d6 odds= nothing happens, evens = Hallway

11 - Save vs. LUCK. Missing = TTYF trap. Damage =

12 - Goblin Thief (MR 18). Level 1 save vs. Luck. If you

lose he steals 1/4 of your loot and runs away.

15 - Gas Attack. Save vs. CON. 1D6 damage if missed.

20 - Viridian slime (MR 14) - Edged weapons do half

21 - Power orb. Add a permanent +1 to lowest attribute.

(MK 28) znog snoding -9

> (XKZZ) y-Black Snark

H – CPON (WK30)

3- Ogre (MR 34) 2 - Uruk Delver (MR 30)

1 - Zombie (MR 22each) :syewileh

13 - 2 Skeletons (MR 11 each or MR 22 total).

19 - Hume-goo(MR 23). Human/ghoul hybrid

22 - Spider nest. 1D6 large spiders (MR 6 each).

0 1

LI

6

16 - 2 Goblins(MR 9 each or MR18 total)

monster comes into the room, roll on hallway chart.

7 – Living Statue (MR 20, Skin takes 2 hits)

highest. Damage is 1d6+2

9 - Tar Man (MR 20, Skin takes 1 hits).

5. - 1d6 goblins (MR 8 each)

6 - Roll on Treasure chart

missed difference.

14 - Rival delver(MR 16).

17 - Cyclops (MR 28).

18 - Roll on Treasure chart.

damage against it.

23 - Roll on Treasure chart.

24 - Cave Troll (MR 30).

Trap damage = missed difference on Save Roll.

23 - Swinging iron ball from the ceiling. Make a level 2

- 16 Gylph of internal inflammation. Make a level 2 save