

# POCKET DELVE 3!

A SOLOTASTIC WAY TO PLAY!



FOR USE WITH  
TUNNELS & TROLLS

POCKET DELVE DEUCE!



## A SOLOTASTIC WAY TO PLAY!

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.

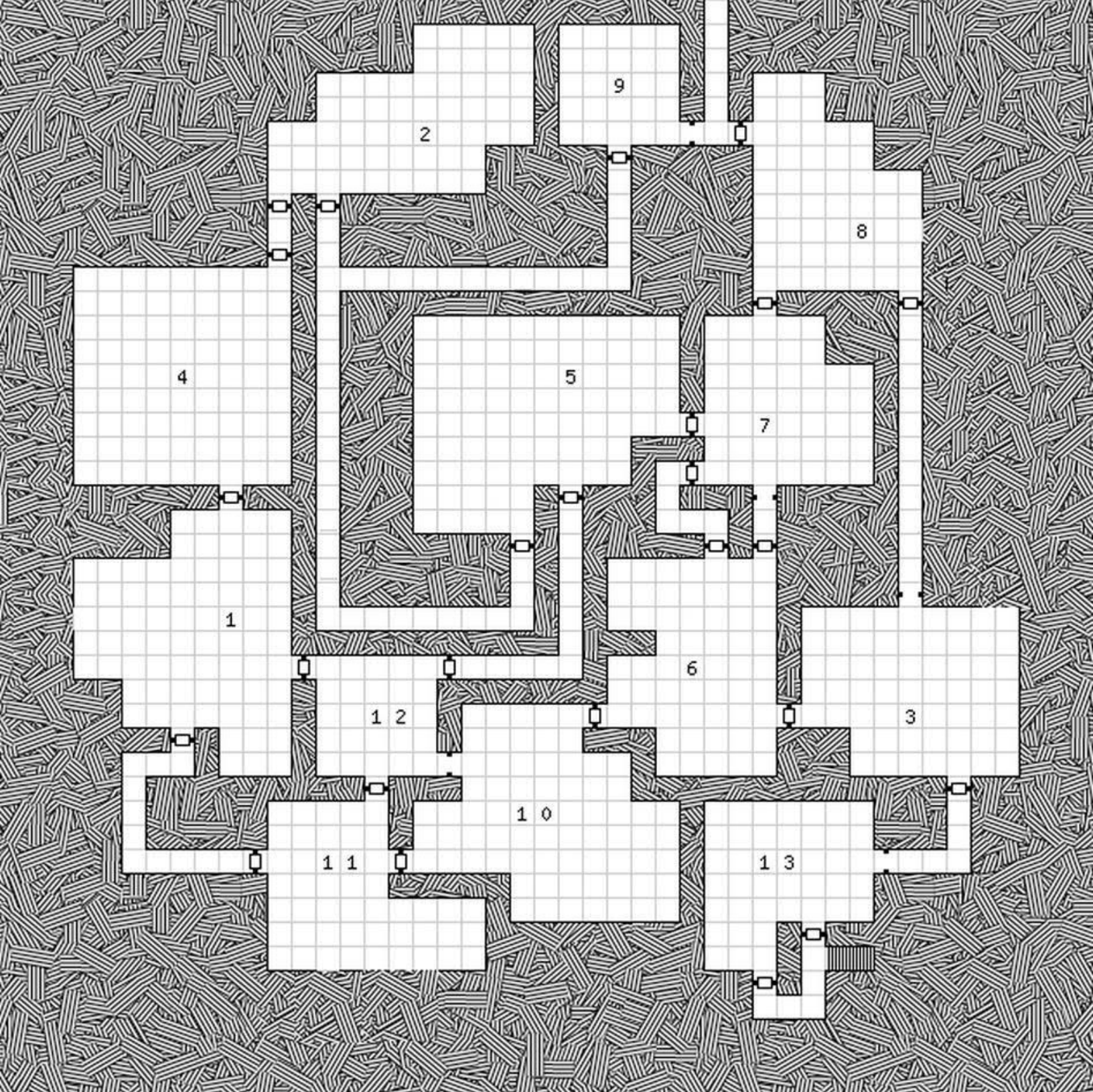
**Trap damage** = missed difference on Save Roll.

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## TREASURE

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

- 3 – A healing potion that restores 2d6 of Con. 1 dose.
- 4 – A potion that adds 1d6 to your SPD for 1d6 rounds.
- 5 – 3d6 jewels worth 2d6 x 2d6 in GP.
- 6 – A potion that raises your lowest attribute by 1d6.
- 7 – 1 dose Merphees weapon oil. +1 combat add for 5 rounds.
- 8 – Pendant of Bahthert – you will not offend anyone while worn (27 GP)
- 9 – Dagger of duncery – A one shot throwing dagger that reduces the INT of the person/creature hit by 1d6
- 10 – Lens of Daa'argararath – Let's you watch the current player in Daa'argararath's Dungeon of Deathtrap Doorways (worth 35GP minus how many you have each)
- 11 – 3d6 x 2d6 in Gold Pieces
- 12 – Magic mushroom – increases WIZ by 3 but decreases ADDs and DEX by 3 for 3 rounds when eaten.
- 13 – 1d6 x 1d6 x your LUCK in gold pieces.
- 14 – A ring that adds 3 to your CHR while worn
- 15 – Bar of protein health. Restores 1 point of CON.
- 16 – 1 dose Merphees shield oil. Absorbs an extra hit of damage for 10 rounds..
- 17 – A healing potion that restores 1d6 of Con. 1 dose.
- 18 – A quill that writes without ink...even upside down (19 GP)



## Hallway Wandering Monsters

- |                             |                                    |
|-----------------------------|------------------------------------|
| 1 – Big ol' centipede MR 12 | 4 – Icky, gooey living stuff MR 16 |
| 2 – Big ol' spider MR 10    | 5 – Homunculus MR 9                |
| 3 – A scrungy goblin MR 14  | 6 – A toadfang MR 13               |

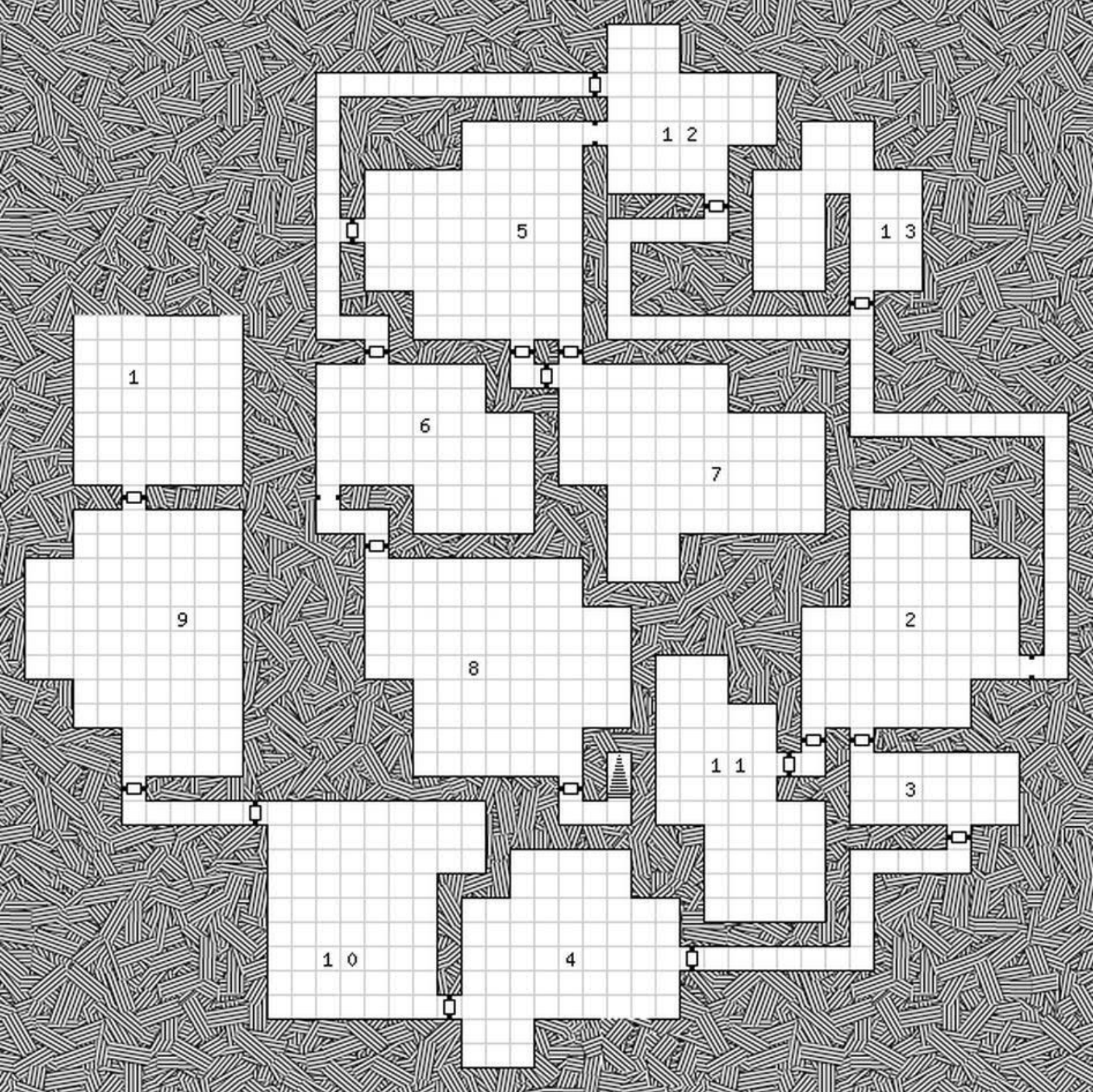
# LEVEL 1

Roll 4d6

- 4 – Cursed weapon aura. Subtract 1 from your current weapons adds.
5. - Roll on Treasure chart.
- 6 – Roll 1d6 odds= nothing happens, evens = Hallway monster comes into the room, roll on hallway chart.
- 7 – Noggin Joggin - Level 2 save vs. INT
- 8 – A flatulent ugaaanot MR 15.
- 9 – Fingers of Inzzzz - Level 2 save vs. STR.
- 10 – Flying, annoying, unimaginable thing MR 18.
- 11 – Roll on Treasure chart.
- 12 – Gasssss – Level 2 save roll vs. CON.
- 13 – Lesser zealot MR 13.
- 14 – Empty room.
- 15 – Flame balls – Level 2 save vs. DEX
- 16 – A grunglapper MR 16.
- 17 – Ward of Wizardness – Level 1 save vs. WIZ.
- 18 – Roll on Treasure chart.
- 19 – Deranged, lost dungeon delver MR 22 .
- 20 – Farkhal's Gambit – Level 2 save vs. LK.
- 21 – Another lesser zealot MR 13.
- 22 – Spinning blades of make a level 2 save vs. SPD.
- 23 – Roll on Treasure chart.
- 24 – Weapon enchantment aura. Add 1 to your current weapons adds.

Trap damage = missed difference on Save Roll.





## Hallway Wandering Monsters

- |                           |                            |
|---------------------------|----------------------------|
| 1 – Barking spider MR 18  | 4 – Large toadfang MR 20   |
| 2 – Golem MR 26           | 5 – Dungeon shambler MR 19 |
| 3 – Deranged delver MR 16 | 6 – Dire Hobb MR 24        |

## **LEVEL 2**

Roll 4d6:

4 – Boss.

5. - Fungusamongushumongus MR 23.

6 – Roll on Treasure chart.

7 – Mirror of Mockery – Level 3 save vs. CHR.

8 – Metal guardian MR 24, Armor absorbs 3 hits.

9 – The Phantom Questioning of Ralpius – Level 3 save vs. INT.

10 – Obsessive zealot MR 21.

11 – Balls of deftness– Level 3 save vs. DEX.

12 – Living Oculon MR 25.

13 – A gorkus MR 20.

14 – Boss.

15 – Roll on Treasure chart.

16 -It's a trap! – Level 3 save vs LK.

17 – A calamitous dungeon clam MR 25 Shell takes 2 hits.

18 – 3 goblins MR 9 each.

19 – Phantasmagorical boondoggle – Level 3 save vs. WIZ.

20 – A damnable beast MR 26.

21 – Werewolf MR 30.

22 - Pain of the Ahrssssss – Level 3 save vs STR.

23 – Roll on Treasure chart.

24 – Boss.

Trap damage = missed difference on Save Roll.

## BOSSES

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

### **1 or 6:** *Layhree* MR 48

Layhree is a large lizard of ill repute. He claims dungeons for his own and then create a cult of zealots to do his bidding and protect it so he can lounge all day. He is accompanied by three females of any Kin (who flee the dungeon screaming when you encounter him). Layhree is fast with his tail and will use it to attack every other round (make a level 3 save vs. DEX or take 2d6 damage).

### **2 or 5:** *Borus* MR 59

Borus is a humongous spider. He considers himself an artist as his lair is exquisitely decorated with artwork made from his web spinning. He is also crazy and considers all intruders to be art thieves that must die. Borus also tends to attract art loving zealots who worship his work and tend to his domain.

### **3 or 4:** *Snagfapl* MR 56

Snagfapl is a small dragon who has perfected the art of the con. He has convinced a bunch of zealots who think he is going to help them get rich quick..for a small investment.