

POCKET DELVE DEUCE!

A SOLOTASTIC WAY TO PLAY!



FOR USE WITH
TUNNELS & TROLLS

POCKET DELVE DEUCE!



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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.

Trap damage = missed difference on Save Roll.

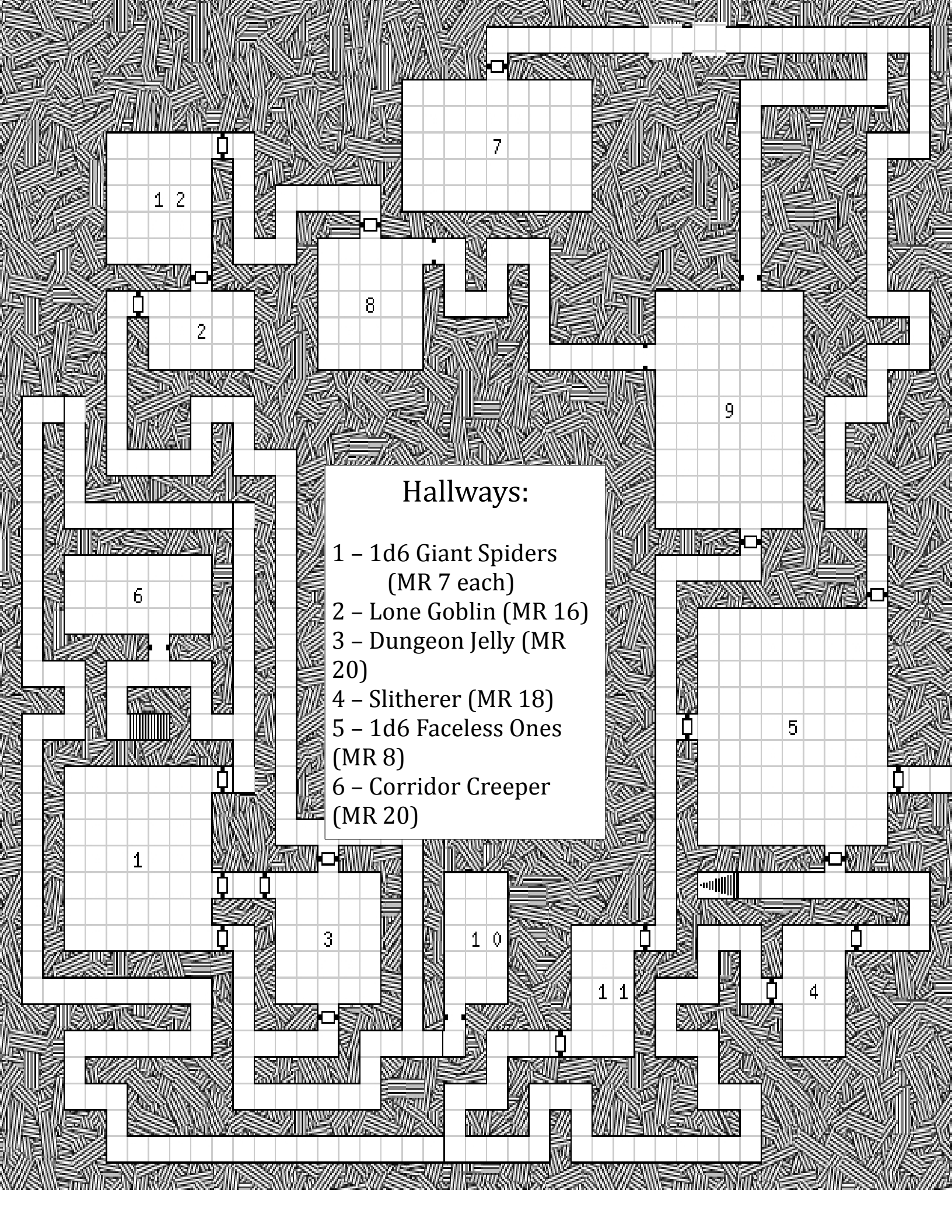
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TREASURE

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 INT.
- 5 – 1 dose Merphees shield oil. Absorbs an extra hit of damage for 10 rounds.
- 6 – 10d6 x your LUCK in gold pieces.
- 7 – Wand of light. Shines a light when a stud is pressed.
- 8 – 2d6 jewels worth 3d6 x 3d6 in GP.
- 9 – Enchanted hand warming stones.
- 10 – Pouch of infinite banking. Converts any coins into GP, of which it holds an infinite amount of at 3% interest.
- 11 – 3d6 x 2d6 in Gold Pieces
- 12 – Pendant of life giving. Restores 2d6 of CON if killed.
- 13 – 1 dose Merphees weapon oil. +1 combat add for 5 rounds.
- 14 – 3d6 x 2d6 x 1d6 in Gold Pieces.
- 15 – Bar of protein health. Restores 1 point of CON.
- 16 – 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 1d6 of Con. 1 dose.
- 18 – A potion that raises your lowest attribute by 1d6.



Hallways:

- 1 - 1d6 Giant Spiders (MR 7 each)
- 2 - Lone Goblin (MR 16)
- 3 - Dungeon Jelly (MR 20)
- 4 - Slitherer (MR 18)
- 5 - 1d6 Faceless Ones (MR 8)
- 6 - Corridor Creeper (MR 20)

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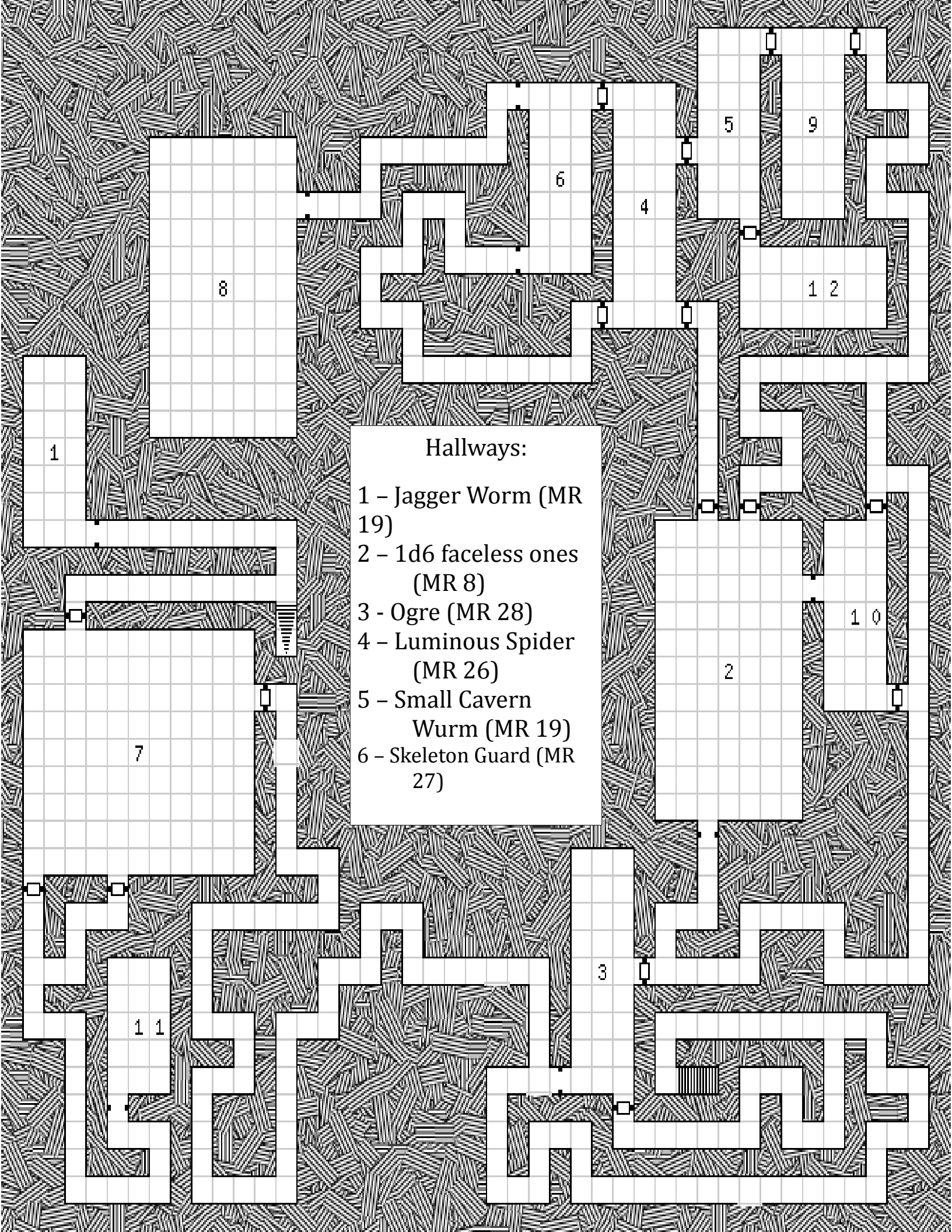
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LEVEL 1

Roll 4d6

- 4 – Roll 1d6 odds = nothing happens, evens = Hallway monster comes into the room, roll on hallway chart.
5. - Weapon enchantment aura. Add 1 to your current weapons adds.
- 6 – Ankle Biter (MR 17)
- 7 – Swinging iron ball trap. Level 2 save vs. DEX
- 8 – Small Cavern Wurm (MR 19)
- 9 – Roll on Treasure chart
- 10 – Uruk Delver (MR 24). Roll on Treasure if defeated.
- 11 – Giant Slitherer (MR 25)
- 12 – Mental anguish trap – Level 2 save vs. INT.
- 13 – Roll on Treasure chart
- 14 – Scorpian (MR 21)
- 15 – Roll on Treasure chart.
- 16 – Goblin Party. 1D6 goblins (MR 10)
- 17 – Flames of G'Gath – Level 2 Save vs. SPD
- 18 – Arrow Volley. Level 2 save vs. LUCK
- 19 – Empty room.
- 20 – Roll on Treasure chart.
- 21 – 1d6 Zuvvemi (MR 10)
- 22 – Ogre Skeleton (MR 29)
- 23 – Cursed weapon aura. Subtract 1 from your current weapons adds
- 24 – Goblin Thief (MR 18). Level 1 save vs. Luck. If you lose he steals 1/4 of your loot and runs away.



Hallways:

- 1 - Jagger Worm (MR 19)
- 2 - 1d6 faceless ones (MR 8)
- 3 - Ogre (MR 28)
- 4 - Luminous Spider (MR 26)
- 5 - Small Cavern Wurm (MR 19)
- 6 - Skeleton Guard (MR 27)

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LEVEL 2

Roll 4d6:

- 4 – Boss
- 5. - Doppelganger. Same dice, adds and CON as you.
- 6 – Roll on Treasure chart
- 7 – Spektral Froth. Level 3 save vs. INT.
- 8 – Gelatinous Icosahedron (MR 27)
- 9 – Dark Wanderer (MR 32)
- 10 – The Torture of Fvnagh'amon. Level 3 save vs. STR.
- 11 – Large Cavern Wurm (MR 38)
- 12 - Boss
- 13 – Lost Goblin (MR 20)
- 14 – Roll on Treasure chart
- 15 – 1d6 Shadow Munchkins (MR 10 each)
- 16 – Roller Ball. Level 3 save vs. SPD.
- 17 – Dragonette (MR 24)
- 18 – Undead Haugbui (MR 30)
- 19 – Conundrum Gas. Level3 save vs. Luck
- 20 – Trollusk (MR 32)
- 21 – Giant Cave Lamprey (MR 29)
- 22 - Roll on Treasure chart
- 23 – Insult to Injury. Level 2 save. Vs CON
- 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. 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: *Nurd the Trollusk Lord* MR 52

Nurd is the Lord of his Trollusk Clan. He stands 7 feet tall. his belly is about 3 feet in circumference. Nurd carries a large club with slorr teeth embedded in it. Every third round of combat he will try to belly flop his opponent if smaller than him. A level 3 save vs. SPD is required to jump out of the way (damage is the missed difference).

2 or 5: *King of the Shadow Munchkins* MR 44

The King of the Shadow Munchkins makes up for his small size with his speed and ability to fade into the shadows. Make a level 3 save vs. LUCK every combat round or he does an extra die of damage. His shadow form absorbs 3 points of damage. His Combat dice is 5+22.

3 or 4: *B'gonba'g'nos the Spektral Boss* MR 48

B'gonba'g'nos is a Spektromancer from a plane of existence even more vile than your own. Every other turn he releases spektral froth into the air. You must make a Level 2 save vs. INT or you are driven insane and carried away to another plane by B'gonba'g'nos' Gawnts (thus ending your delve).