POCKET DELVE!

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: TIMEOn 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.

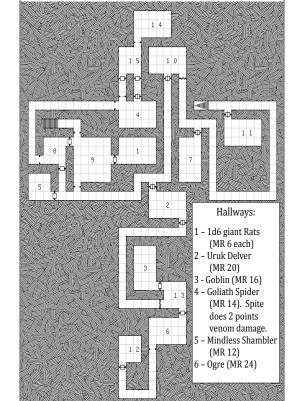
Tunnels & Trolls was written & designed by Ken St. Andre & is a trade mark of Flying Buffalo, Inc. Check out more great T&T products at http://www.flyingbuffalo.com. Also go to Trollgod's Trollhalla at http://trollhalla.com.

All content is copyright 2014 by Charlie Fleming and Rarr! I'm A Monster Publishing. Content can only be reproduced for personal use or review purposes. All other use is prohibited without consent. Artwork © 2008 Jeff Freels, used with permission.

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
- 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



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 Roll1d6 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).

LONNETS & LKOFTS FOR USE WITH



He's not really a god, he just thinks he is. His Combat dice Tarugarugarugaruga is a massive giant worm. J or 6: Tarugarugarugarugaruga The Worm God MK 50

take 1d6 extra damage. His Combat dice is 5+23. throws a fireball at you. Make a level 2 Save vs. DEX or ocher round(even while fighting skeletons) M'aa'roo skeletons (MR 10 each) before you can fight him. Every casts Dem Bones immediately so you must fight 1d6 M'aa'roo is the living skeleton of a long dead mage. He

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

damage. His Combat dice is 5+26. Save vs. LUCK each round or he hits you for an extra die of nses vis 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 and who knows what else. He wields a mace fashioned Kulgog is a 7' tall mutant mess of Goblin, Uruk, Ogre

3 or 4: Kulgog The Undefinable MR 42

your loot and lick your wounds. Roll 1d6 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

ROZZEZ

Trap damage = missed difference on Save Roll.

SSOA - 42

SAVE VS. DEX

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

77 - Koll on Treasure chart

21 - Naught (MR 30)

70 - Dark Gnome (MK 28)

19 - 146+ 2 goblins (MR 8 each)

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

17 - Goblin Chief (MR 38) VS. Wiz.

16 - Gylph of internal inflammation. Make a level 2 save 15 -Gobgre (MR 35) Mutated offspring of Goblin and Ogre.

14 - Roll on Treasure chart

13 - 1d6 Skeletons (MK 11 each).

15 - Boss

11 - Spinning blade from the wall. Make a level 2 save vs.

10 - Goblin Guard (MR 28)

9 - Faceless wanderer (MR 32)

8 - Doom Jelly(MR 30). Extra 1 die of damage on spite

7 - Cave Caiman (MR 26)

9 - Dethepede (MK 29)

Strength to resist the force of an unseen fist.

5. - Invisible punch of Kalibassa. Make a level 2 save vs.

SSOA - 4

TEAST 5

