

# KOBOLDS ATE MY BABY!

THE BEER AND PRETZELS RPG



SUPER  
DELUXX  
EDITION

LANDIS - O' NEILL - KOVALIC

KoVALic '12



The Original Beer and Pretzels Role-Playing Game!



SUPER DELUXX EDITION

A GAME BY  
**CHRIS O'NEILL AND DAN LANDIS**

ILLUSTRATED BY  
**JOHN KOVALIC**

SIX YEARS AGO, WE MADE A BET. AND WE WON. AND WE KEEP ON WINNING, AS KOBOLDS ATE MY BABY! MOVES INTO A SUPER DELUXX NEW HARDCOVER FROM OUR AWESOME FRIENDS (NOW, PUBLISHERS) AT DORK STORM PRESS. ALONG THE WAY, MANY PEOPLE HELPED US GET HERE, AND THE TRIP WOULDN'T HAVE BEEN AS MUCH FUN WITHOUT YOU ALL.

THANKS GO TO: SAM MIUCCIO, CHRIS DAVIS, HUBRIS GAMES, BEYOND BOARD GAMES, EXCELSIOR ENTERTAINMENT, THIRD WORLD GAMES, JOHN KOVALIC, SANDOR SILVERMAN, DUSTIN WRIGHT, THE EVENTS GUYS AT ORIGINS (REGARDLESS OF MANAGEMENT), KYLE FRIESN, STEVE HESS, DUNGEON CRAWLER, AMOK THE HUNGRY, THE REST OF THE CHUMS, THE GLORIOUS PROOFREADERS\*, JASON HAWKINS, TWILIGHT CREATIONS, SCUM CREW PICTURES, KING MOB FILMS, CHESSEX, WHAT THE PUCK PRODUCTIONS, DAMIEN KATZ, MYKEL AVIS, KEN HITE, BARBARA EATON, DAN SMITH, AND (NOT LEAST) VIKI HANSON AND HEATHER O'NEILL (FOR EVERYTHING THAT YOU DO!)

BUT MOST OF ALL, THE SUCCESS OF KOBOLDS ATE MY BABY! IS BECAUSE OF FANS LIKE YOU. FOR EVERY GAMER OUT THERE THAT KEEPS THE FAITH OF "BEER AND PRETZELS" ALIVE, WE THANK YOU. ESPECIALLY THE FANS THAT ALWAYS SEEM TO COME THROUGH FOR US AT CONVENTIONS OR ON THE INTERNET - ROCK ON!

-CHRIS AND DAN,  
THE EVIL WIZARDS

MUCH THANKS TO CHRIS AND DAN, FOR LETTING ME PLAY IN THEIR SANDBOX. THANKS TO PHIL REED AND HAL MANGOLD FOR THEIR PRODUCTION ART!

- JOHN KOVALIC

\*THIS IS THE FIRST EDITION OF KAMB! THAT ACTUALLY HAD PROOFREADERS WHO UNDERSTOOD GRAMMAR AND NOT JUST THE VALUE OF FREE DRINKS. THEY ARE: ANDREW DAWSON, JEN MARTIN, ANTHONY RAGAN, LORI ANN CURLEY, AND ALEX YEAGER!

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# DICTIONARY!

**KAMB!** - *KOBOLDS ATE MY BABY! SUPER DELUXE EDITION*. MOST LIKELY, THE NAME OF THE BOOK THAT YOU ARE HOLDING RIGHT NOW. NOT TO BE CONFUSED WITH *KOBOLDS ATE MY BABY!*, *KOBOLDS ATE MY BABY! THIRD EDITION* OR THE NOW LEGENDARY "CLASSIC KAMB 2ND ED."

**KOBOLD** - KOBOLDS ARE SHORT, CUTE, LITTLE DOGGIE-PEOPLE WITH A FONDNESS FOR EATING BABIES AND A PROPENSITY FOR CAUSING MISCHIEF, FAILING MISERABLY, AND DYING HORRIBLY. IN *KOBOLDS ATE MY BABY!*, YOU PLAY THE ROLE OF A KOBOLD.

**MAYOR** - THE GAME MASTER IN A GAME OF *KOBOLDS ATE MY BABY!* SHE IS RESPONSIBLE FOR EXPLAINING WHAT HAPPENS DURING A GAME AND REPRESENTING ALL THE NON-PLAYER CHARACTERS.

**VOR** - VOR, THE BIG RED GOD, IS THE PATRON OF ANGER AND KOBOLDS. IN THE BEGINNING, VOR WAS SIMPLY THE GOD OF THE KOBOLDS. BEING WHAT THEY ARE, THE KOBOLDS QUICKLY PISSED HIM OFF SO MUCH THAT HIS INFERNAL RAGE DWARFED THAT OF THE CURRENT WRATH GOD'S, WHO DISAPPEARED IN A PUFF OF SURLY BRIMSTONE. VOR ANGRILY ASSUMED HIS POWERS AND RESPONSIBILITIES, BUT REMAINS SADDLED WITH THE WORSHIP AND ADORATION OF THE KOBOLDS.



**CAVE, THE** - THE DANK, DARK WARREN WHERE KOBOLDS LIVE, EAT, WORK, EAT, PLAY, EAT, AND EAT. MOST GAMES OF *KAMB!* BEGIN IN OR AROUND HERE. IT IS ALSO A PLACE FREQUENTED BY ADVENTURERS ON THEIR WAY TO 2ND LEVEL!

**STATS** - ATTRIBUTES THAT DEFINE KOBOLDS' OR CRITTERS' PHYSICAL AND MENTAL MAKEUP BY DETERMINING HOW STRONG, SMART, NIMBLE, ETC. THEY ARE.

**+EDGE** - GENERALLY POSITIVE, NON-HARMFUL INBORN CHARACTERISTICS.

**-BOGIE** - THE NOT-SO-POSITIVE, TYPICALLY HARMFUL TRAITS OF A KOBOLD.



**DIFFICULTY** - THE COMPLEXITY OF AN ACTION IN KOBOLDS ATE MY BABY!, DIFFICULTY IS EXPRESSED IN DICE. THE HARDER AN ACTION IS TO PERFORM, THE MORE DICE ONE NEEDS TO ROLL.

**BONUS DIE** - DUE TO A FAVOURABLE CONDITION, THE DIFFICULTY OF A ROLL IS LESSENED. A BONUS DIE REDUCES THE NUMBER OF DICE YOU ROLL BY ONE. IN EXTREME CIRCUMSTANCES (LIKE SHOOTING A SLINGSHOT AT A SLOWLY MOVING BARN), THE DIFFICULTY CAN BE REDUCED EVEN MORE.

**PENALTY DIE** - DUE TO A NEGATIVE CONDITION, THE DIFFICULTY OF A ROLL IS INCREASED. GENERALLY, THIS MAKES YOU ROLL ONE MORE DIE. IN EXTREME CIRCUMSTANCES (LIKE SHOOTING A SLINGSHOT AT A GNAT HOPPED-UP ON SPEED), THE DIFFICULTY CAN BE INCREASED BY EVEN MORE DICE.

**SKILL** - ALL SENTIENT CRITTERS (EVEN KOBOLDS) EMPLOY SOME MANNER OF TUTELAGE OR AN APPRENTICESHIP PROGRAMME TO PASS ON KNOWLEDGE FROM ONE BEING TO ANOTHER. SKILLS REPRESENT THESE VARIOUS AREAS OF TRAINING.

**EVERYKOBOLD SKILLS** - THESE ARE SKILLS THAT EVERY KOBOLD PICKS UP AT AN EARLY AGE OR THEIR WORTHLESS HIDE IS TOSSED ONTO A TORG FOREMAN GRILLE™, COOKED INTO AN ULTRA GREASY BURGER, AND FED TO MORE PROPERLY EDUCATED KOBOLDS. ANY KOBOLD THAT DOESN'T SELECT THIS SKILL STARTS THE GAME WITH 1 CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™ AND GAINS -TASTE LIKE BABY IN ADDITION TO ANY OTHER BOGIES.

**KING TORG (ALL HAIL KING TORG!)** - SEE TORG, KING (ALL HAIL KING TORG!)

**TORG, KING (ALL HAIL KING TORG!)** - KING TORG (ALL HAIL KING TORG!) IS THE INSATIABLY HUNGRY RULER OF ALL KOBOLDS. NO ONE KNOWS FOR SURE IF THERE ARE MULTIPLE KINGS (ONE FOR EACH CAVE) OR IF ONE KING RULES THEM ALL! WHAT IS KNOWN FOR CERTAIN IS THAT WHEREVER YOU FIND A CAVE FILLED WITH KOBOLDS YOU WILL FIND KING TORG (ALL HAIL KING TORG!).

**TABRIZ** - TABRIZ, THE EVIL ARCH WARLOCK FOR HIRE, IS A VILE SORCERER WHO KNOWS THAT KOBOLDS (HOWEVER UNRELIABLE) CAN BE USEFUL - AS LACKEYS, CANNON FODDER, AND AS MIDNIGHT SNACKS FOR UNKNOWN HORRORS FROM THE NETHER PLANES. KOBOLD LEGEND HAS IT THAT TABRIZ JUST MIGHT EVEN HAVE SOME KOBOLD ANCESTRY, BUT ASKING HIM ABOUT IT IS THE THIRD FASTEST\* WAY TO GET YOURSELF KILLED KNOWN TO KOBOLDKIND.



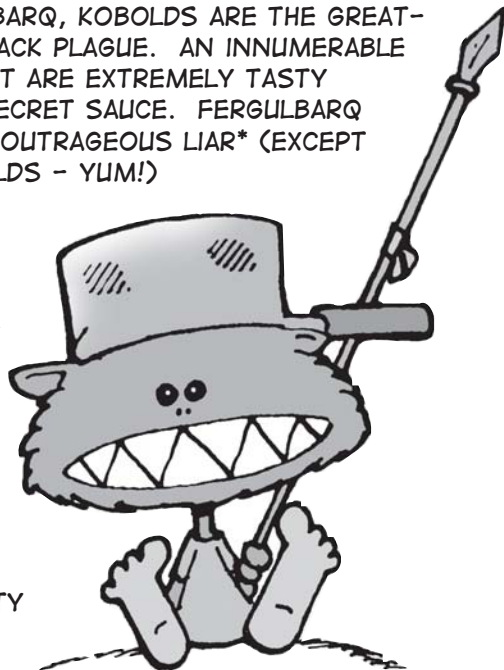
**\* CULTURAL FOOTNOTE:** THE SECOND FASTEST WAY KNOWN TO DIE BY KOBOLDKIND INVOLVES ELEVEN CHICKENS AND THE GRAVITY WELL OF A BLACK HOLE. THE FASTEST WAY TO DIE IS ASKING THE BIG RED GOD TO "PULL MY FINGER."



# WHAT THE HECK IS A KOBOLD?

ACCORDING TO THE LEARNED SAGE FERGULBARQ, KOBOLDS ARE THE GREATEST THREAT TO HUMANKIND SINCE THE BLACK PLAGUE. AN INNUMERABLE HORDE OF RAVAGING, FEARSOME BEASTS THAT ARE EXTREMELY TASTY WHEN FLAME-BROILED AND SERVED WITH A SECRET SAUCE. FERGULBARQ WAS OF COURSE AN UTTER MADMAN AND AN OUTRAGEOUS LIAR\* (EXCEPT FOR THE PART ABOUT FLAME-BROILING KOBOLDS - YUM!)

HONESTLY, KOBOLDS ARE A COMPLETELY INSIGNIFICANT RACE OF TINY, DOG-LIKE\*\* HUMANOIDS WITH FEW REDEEMING QUALITIES. THE LOWEST OF THE LOW, KOBOLDS ARE WEAK, STUPID, SLOVENLY, CANNIBALISTIC LITTLE BUGGERS THAT LEAD BRUTAL, SHORT, AND SILLY LITTLE LIVES. OUTSIDE OF ENLISTING AS CANNON-FODDER FOR EVIL ARMIES OR ACTING AS LACKEYS FOR POWER-MAD (AND VERY CHEAP) WARLOCKS - KOBOLDS HAVE LITTLE TO OFFER THE WORLD, EXCEPT AS COOKS, ERR - I MEAN BEING COOKED. AS WE ALLUDED TO EARLIER, KOBOLDS ARE DAMN TASTY WITH A SIDE SALAD.



PHYSICALLY, KOBOLDS ARE THE SHORTEST OF THE BRUTISH HUMANOID RACES, STANDING ONLY 2 FEET TALL. COVERED IN BRISTLY ORANGE FUR, THEY HAVE LARGE HEADS (TO ACCOMMODATE THEIR EVEN LARGER MOUTHS, FILLED WITH SHARP, POINTY TEETH). THEIR MOUTHS ARE SO LARGE THAT MOST OF THEIR FACE IS COVERED BY IT, LEAVING SCANT ROOM FOR BEADY LITTLE EYES (AND NO ROOM FOR NOSES).

KOBOLDS WORSHIP VOR, THE BIG RED ANGRY GOD™, WHICH IS UNDERSTANDABLE; WOULDN'T YOU BE ANGRY IF YOU WERE THE GOD OF THE KOBOLDS? THE ONLY THING THAT VOR HATES MORE THAN A KOBOLD IS A COWARD, WHICH IS WHY KOBOLDS ARE THE MOST FEARLESS OF ALL THE INTELLIGENT (AND WE USE THAT TERM LOOSELY HERE) RACES. IRONICALLY, THE COMPLETE AND TOTAL LACK OF A SENSE OF SELF-PRESERVATION IS THE ONLY THING KEEPING THE KOBOLDS GOING - ANY OTHER RACE WOULD HAVE PACKED IT IN A LONG TIME AGO, GIVEN UP, AND FADED INTO EXTINCTION.

KOBOLDS LIVE IN CAVES - SINCE ARCHITECTURE IS WAY BEYOND A KOBOLD'S WALNUT-SIZED BRAIN. TO A KOBOLD, ANY DECENTLY SIZED HOLE IN THE GROUND NEAR A FOOD SOURCE (I.E. A HUMAN VILLAGE) IS A "CAVE" - WHETHER IT BE AN ABANDONED RUIN, AN ANCIENT DUNGEON, OR A COLLAPSED WATER-SLIDE THEME PARK. THERE IN THE CAVES, THE KING OF THE KOBOLDS, KING TORG (ALL HAIL KING TORG!) RULES WITH AN IRON STOMACH (MUCH MORE IMPRESSIVE TO KOBOLDS THAN AN IRON FIST) FROM THE FABLED CHICKENBONE THRONE. KING TORG (ALL HAIL KING TORG!) DEMANDS UTTER OBEDIENCE, FIERCE LOYALTY, THIRTEEN MEALS A DAY, AND A NICE BEDTIME STORY. EXCEPT FOR COOKS, MOST KOBOLDS SPEND THEIR TIME GATHERING (I.E. STEALING) FOOD FOR THE CAVES - VEGGIES, CHEESES, CHICKENS, AND BEST OF ALL FRESH HUMAN BABIES.

\* SOME OTHER LEARNED SAGES HAVE CLAIMED THAT FERGULBARQ WAS ACTUALLY A KOBOLD - AND AS SUCH, A GENIUS AND VISIONARY, SINCE NO OTHER KOBOLD IN HISTORY HAS ACTUALLY MANAGED TO PRONOUNCE INNUMERABLE.

\*\* THAT'S RIGHT, DOG-LIKE! NOT REPTILIAN. COME ON, THEY BARK, FOR THE LOVE OF GYGAX™.





**I**N KOBOLDS ATE MY BABY!, YOU PLAY THE ROLE OF ONE OF THESE LITTLE BEASTS - WOEFULLY UNPREPARED FOR THE CRUEL (I.E. HYSTERICALLY FUNNY) FATE THAT AWAITS YOU. AS A KOBOLD YOU WILL TRAVEL THE WORLD LOOKING TO FILL KING TORG'S (ALL HAIL KING TORG!) LARDER. YOU WILL JOYFULLY MARCH TO YOUR DEATH AT THE BEAKS OF BLOOD-THIRSTY CHICKENS. YOU WILL BE CRUSHED BY COWS FALLING FROM THE SKY. YOU WILL BE SKEWERED BY ADVENTURERS, BETRAYED BY FRIENDS, AND BRAINED BY FRYING PANS. WELCOME TO THE (NOW) SUPER DELUXX WORLD OF KOBOLDS ATE MY BABY!

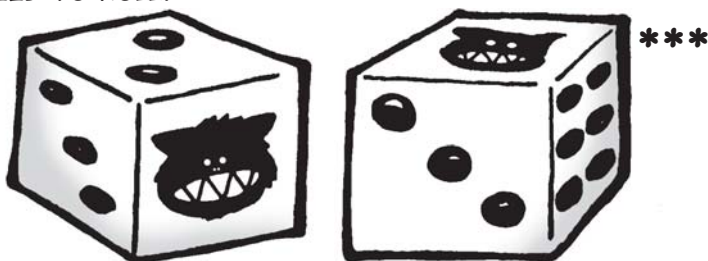
## **HOW TO BEER AND PRETZELS ROLE-PLAY!**

**S**OME VERY EXPENSIVE HARDCOVER\* ROLE-PLAYING GAMES PROMISE TO WHISK YOU AWAY INTO A WORLD OF HIGH FANTASY AND EPIC ADVENTURE. IN THESE GAMES, YOU ASSUME THE ROLE OF THE MIGHTIEST OF WARRIORS, STUPENDOUSLY POWERFUL WIZARDS, AND EVEN MORE RIDICULOUSLY POWERFUL SORCERERS. THESE CHARACTERS WIELD MAGICKS, ARTEFACTS, AND WEAPONS BEYOND THE KEN OF MORTAL MEN. OTHER EQUALLY EXPENSIVE GAMES, WHICH PROMOTE BROODING, PROMISE THAT PARTICIPATION IN THEIR SUBLIME STORY-TELLING EXPERIENCE (AND THE WEARING OF BLACK) WILL HELP GEEKS MEET GOTH CHICKS (OR, AT THE VERY LEAST, ALLOW THEM TO EMBARK UPON A JOURNEY OF PERSONAL GROWTH AND EMOTIONAL HEARTBREAK).

THE GAME DESIGNERS AT 9TH LEVEL GAMES (AND OUR NEW PIMPS AT DORK STORM PRESS) HAVE NO SUCH DELUSIONS ABOUT OUR GAMES\*\*. DON'T GET US WRONG; WE WOULD LOVE FOR THEM TO DO ALL THE ABOVE, ESPECIALLY THE PART ABOUT THE MEETING OF CHICKS, BUT YOU CAN'T HAVE EVERYTHING SO WE WENT FOR QUICK AND FUN.

KOBOLDS ATE MY BABY! RUNS ON THE BEER ENGINE! THE BEER & PRETZELS ROLE-PLAYING GAME SYSTEM THAT ONLY PROMISES TO WASTE A FEW HOURS OF YOUR LIFE AND LETS YOU GET RIGHT INTO THE MASHING AND BASHING OF FRIENDS AND FOES. WE GUARANTEE THAT THE GAME WILL BE SIMPLE ENOUGH TO PLAY INEBRIATED (NOT THAT WE SUGGEST THIS, THOUGH IT MIGHT HELP WITH THE CHICKS) AND THAT GETTING YOUR KOBOLD REFERENCE SHEET™ COVERED IN GREASE AND PRETZEL SALT WILL ONLY HEIGHTEN YOUR ENJOYMENT OF THE GAME.

IN KOBOLDS ATE MY BABY! YOUR KOBOLD HAS FOUR STATS: BRAWN, EGO, EXTRANEIOUS, AND REFLEXES THAT DETERMINE HOW GOOD HE IS AT DOING THINGS LIKE CASTING SPELLS, COOKING DINNER, OR SLAYING CHICKENS. TO HAVE YOUR KOBOLD PERFORM AN ACTION IN THE GAME, YOU MUST ROLL UNDER ONE OF THESE STATS ON A NUMBER OF DICE. THE HARDER THE ACTION IS TO PERFORM, THE MORE D6 (A FANCY GAMER TERM FOR SIX-SIDED - I.E. "REGULAR"-DICE) YOU'LL NEED TO ROLL.



*\*DORK STORM NOTE: THIS JOKE MAY BE FUNNIER WHEN FOUND IN A HARDCOVER BOOK.*

*\*\*9LG NOTE: DON'T GET IT TWISTED, WE HAVE PLENTY OF DELUSIONS. JUST NOT ABOUT OUR GAMES!*

*\*\*\*ULTRA NERD ALERT: WE KNOW THAT THE DIE SHOWN REPRESENTS AN INCOMPATIBLE DIE FACING STRUCTURE, BUT WE DON'T HAVE THE HEART TO TELL JOHN KOVALIC HOW TO DO HIS JOB.*



**SUPER DELUXX EDITION**

# KOBOLD CREATION!

## CREATING YOUR KOBOLD

GRAB A KOBOLD REFERENCE SHEET™ (PAGE 16), A PENCIL, AND A FEW SIX-SIDED DICE. ROLL 2D6 AND RECORD THE TOTAL NEXT TO BRAWN ON YOUR KOBOLD REFERENCE SHEET™. THE HIGHER THE ROLL THE BETTER!\*

REPEAT THIS PROCESS FOR EGO, EXTRANEIOUS, AND REFLEXES. IF THIS IS YOUR SECOND OR THIRD TIME THROUGH AND YOU'RE STARTING TO THINK THAT YOU'RE DOING SOMETHING WRONG, BECAUSE OF THE FREQUENT AND VIOLENT DEATHS, YOU'RE NOT. IF THIS IS A PROBLEM FOR YOU, MAYBE YOU SHOULD GO BACK TO THE STORE AND BUY YOURSELF A HAPPY LITTLE TRAIN GAME.



**R**OLL 2D6 FOUR TIMES (ONCE FOR EACH STAT) AND RECORD THE RESULT ON YOUR KOBOLD REFERENCE SHEET™.

## THE FOUR STATS!

**B**RAWN: IS HOW BIG, MEAN, TOUGH, AND STRONG A KOBOLD IS. WHEN YOU WANT TO BREAK SOMETHING, LIFT SOMETHING, HURT SOMETHING, OR OTHERWISE ACT MACHO, YOU ROLL AGAINST BRAWN. IT ALSO DETERMINES HOW HARD YOUR KOBOLD IS TO KILL (SEE HITS AND MEAT).

**E**GO: IS THE INTELLIGENCE (USED HERE AS A RELATIVE TERM), KNOWLEDGE, AND SELF-CONTROL (AGAIN, RELATIVELY SPEAKING) OF A KOBOLD. IT DETERMINES HOW WELL YOU DO AT MENTAL FEATS LIKE CASTING MAGICK SPELLS, HIDING, OR SPEAKING WITH HUMANS. IT ALSO DETERMINES HOW DIFFICULT IT IS TO FOOL YOU (SEE CUNNING).



**E**XTRANEIOUS: IS A USELESS STAT THAT GOVERNS THINGS LIKE BEING A CLERIC, OR CONSTRUCTING A KILLER COMBO FOR THE NEXT BIG TOURNAMENT! WHEN DOING SOMETHING THAT HAS NO BEARING ON KILLING STUFF, GETTING HURT, OR BLOWING THINGS UP, ROLL AGAINST EXTRANEIOUS. IT ALSO DETERMINES HOW FORTUNATE YOUR KOBOLD IS (SEE LUCK).

**R**EFLEXES: IS A MEASURE OF HOW AGILE AND DEXTEROUS YOUR KOBOLD IS. WHEN YOU WANT TO THROW STUFF OR DO A BACK FLIP, ROLL AGAINST REFLEXES. IT ALSO DETERMINES HOW GOOD YOU ARE AT NOT GETTING HIT (SEE AGILITY).

*\* CHEATING IS BAD! VOR HATES CHEATERS AND IF THE MAYOR CATCHES YOU, SHE IS ENCOURAGED TO MAKE YOUR KOBOLD'S MISERABLE EXISTENCE AS WRETCHED, PAINFUL, AND SHORT AS POSSIBLE. IF YOU DON'T CHEAT, YOUR EXISTENCE IS STILL GOING TO BE WRETCHED, PAINFUL, AND SHORT - BUT THE MAYOR WON'T SMILE AS MUCH AS SHE SMITES YOU.*



# HITS AND THE OTHER FOUR STATS

**HITS:** IS A GAUGE OF YOUR KOBOLD'S HEALTH. WHENEVER HE TAKES DAMAGE (DAM) HE LOSES HITS, AND IF HE FINDS A WAY TO GET HEALED, HE REGAINS THEM. A KOBOLD'S STARTING HITS ARE EQUAL TO HIS BRAWN.

## THE HANDY CHART

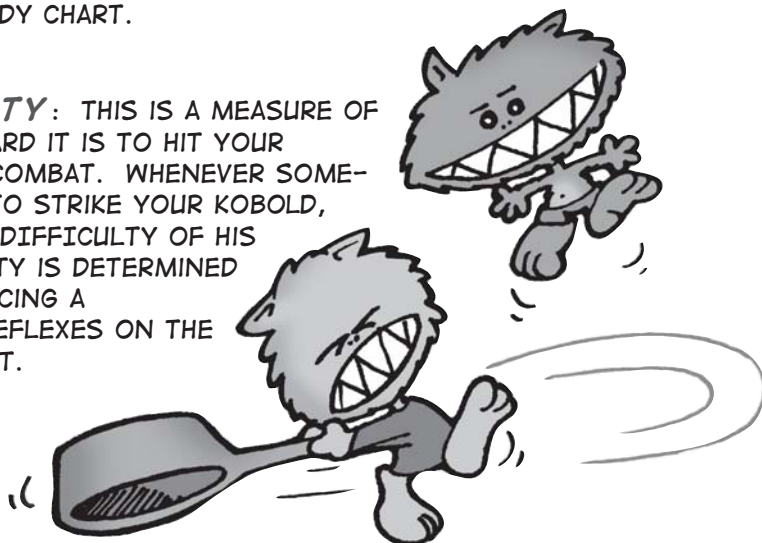
STAT	HANDY NUMBER
1-4	1
5-8	2
9-12	3
13-16	4
17-20	5

**MEAT:** THIS IS A COMBINATION OF A KOBOLD'S MIGHT AND HEARTINESS. MEAT HAS A NUMBER OF PRACTICAL USES. IT ADDS TO A KOBOLD'S DAMAGE IN COMBAT, PROVIDES HIM WITH ADDITIONAL HITS, AND DETERMINES THE DIFFICULTY OF THE ROLL WHEN SOMEONE IS TRYING TO MOVE YOU WITHOUT YOUR CONSENT. TO FIND A KOBOLD'S MEAT, REFERENCE HIS BRAWN ON THE HANDY CHART.

**CUNNING:** THIS IS A GAUGE OF HOW HARD IT IS TO PULL THE WOOL OVER YOUR KOBOLD'S EYES. WHENEVER SOMEONE TRIES TO TRICK, ROB, OR LIE TO YOUR KOBOLD, THIS IS THE DIFFICULTY OF THEIR ROLL. A KOBOLD'S CUNNING CAN BE FOUND BY REFERENCING HER EGO ON THE HANDY CHART.

**LUCK:** THIS DETERMINES HOW MUCH LADY FORTUNE (THAT FRISKY, FUN, FICKLE GODDESS) SMILES ON YOUR PARTICULAR KOBOLD. AT ANY TIME, A KOBOLD CAN SPEND A POINT OF LUCK AND TAKE A KOBOLD HORRIBLE DEATH CHEQUE™ TO ALLOW OR FORCE SOMEONE TO RE-ROLL HIS LAST ROLL. WHENEVER SOMEONE ELSE WANTS TO GAMBLE WITH YOU OR PROVE THEY ARE MORE USELESS THAN YOU, THIS IS THE DIFFICULTY OF THEIR ROLL. LUCK IS DETERMINED BY REFERENCING A KOBOLD'S EXTRANEIOUS ON THE HANDY CHART.

**AGILITY:** THIS IS A MEASURE OF HOW HARD IT IS TO HIT YOUR KOBOLD IN COMBAT. WHENEVER SOMEONE TRIES TO STRIKE YOUR KOBOLD, THIS IS THE DIFFICULTY OF HIS ROLL. AGILITY IS DETERMINED BY REFERENCING A KOBOLD'S REFLEXES ON THE HANDY CHART.





# SKILLS!

**A**S KOBOLDS DON'T EXCEL IN THE TRADITIONAL CLASSROOM ENVIRONMENT, ALL KOBOLD LEARNING TAKES PLACE "ON THE JOB." SKILLS REPRESENT ALL THE USEFUL BITS OF KNOWLEDGE KOBOLDS HAVE PICKED UP OVER THE YEARS.



THESE SKILLS DEFINE A KOBOLD'S ABILITIES AND CAN BE AS MUNDANE AS SWIMMING OR AS COMPLICATED AS SETTING TRAPS. FOLLOWING THIS SECTION IS A COMPLETE LIST OF THE AVAILABLE SKILLS, GROUPED BY STAT. IF IT'S NOT PAINFULLY OBVIOUS, THE STAT THE SKILL IS LISTED UNDER IS THE ONE THAT GOVERNS THE USE OF SAID SKILL. WHEN A KOBOLD WANTS TO USE A SKILL THE MAYOR WILL TELL YOU HOW MANY DICE TO ROLL (THIS IS KNOWN AS THE DIFFICULTY OF THE ROLL). THE MORE DIFFICULT THE ACTION, THE MORE DICE ONE NEEDS TO ROLL. AFTER ROLLING, ADD THE RESULTS AND COMPARE THIS TOTAL TO THE STAT THAT GOVERNS THE SKILL. IF THE TOTAL IS GREATER THAN THE APPROPRIATE STAT, THE ACTION FAILS. IF THE TOTAL IS LESS THAN OR EQUAL TO THE APPROPRIATE STAT THE KOBOLD SUCCESSFULLY PERFORMS THE ACTION.

*VOSH (REFLEXES 9) WANTS TO JUMP ACROSS A CHASM USING THE ATHLETE SKILL. IT'S A VERY, VERY, VERY DEEP CHASM, BUT NOT PARTICULARLY WIDE SO THE MAYOR SETS THE DIFFICULTY AT 2 DICE. VOSH ROLLS 2 DICE AND GETS AN 8. HE COMPARES THE ROLL TO HIS REFLEXES BECAUSE ATHLETE IS A REFLEXES SKILL. SINCE HIS ROLL IS LOWER THAN HIS STAT HE SUCCESSFULLY LEAPS THE CHASM. SLOD (EXTRANEIOUS 6) ALSO WANTS TO JUMP THE CRAG; HOWEVER, HE DOESN'T HAVE THE ATHLETE SKILL. HE CONVINCES THE MAYOR THAT ADVENTURERS ARE ALWAYS JUMPING CHASMS IN A DUNGEON SO HE CAN ROLL AGAINST HIS DUNGEON SKILL. HE ROLLS 2 DICE AND GETS A 7. SINCE HIS ROLL IS GREATER THAN HIS STAT HE FAILS. HE COMES UP A FEW INCHES SHORT ON THE JUMP AND PLUNGES, KICKING AND SCREAMING TOWARDS THE BOTTOM OF THE VERY, VERY, VERY DEEP CHASM.*

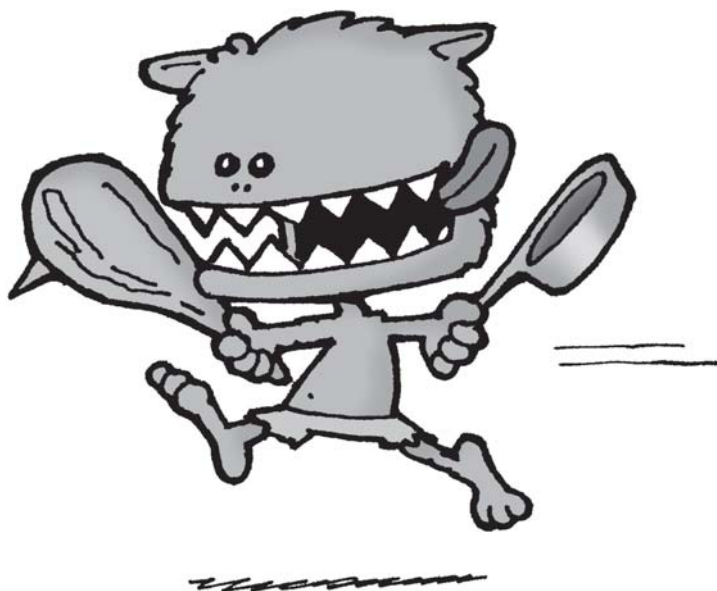
ASIDE FROM FIGHTING, EATING, AND GROVELING BEFORE THEIR KING, KOBOLDS ONLY KNOW HOW TO DO 6 OTHER THINGS. A KOBOLD'S SKILLS MAY BE FREELY SELECTED SO LONG AS THEY MEET THE FOLLOWING CRITERIA:

1. KOBOLDS LACK THE ATTENTION SPAN NEEDED TO SPECIALISE IN ANY ONE AREA. AS SUCH, THEY MUST SELECT AT LEAST 1 SKILL FROM EACH STAT.
2. SINCE ALL KOBOLDS MUST TAKE THEIR TURN AT, OR IN, THE STEW POT, THEY PICK THE BASICS OF CULINARY ARTISTRY UP AT A VERY EARLY AGE. THIS BEING THE CASE, COOK BECOMES AN EVERYKOBOLD SKILL. EVERYKOBOLD SKILLS ARE THOSE SKILLS THAT EVERY KOBOLD MUST TAKE OR BAD THINGS HAPPEN TO THEM.
3. THE NUMBER OF SKILLS A KOBOLD KNOWS CAN NEVER EXCEED HIS EGO.
4. KOBOLDS ARE BORN TO DIE WITHOUT POMP, CIRCUMSTANCE OR HEROIC NONSENSE. IF, AT ANY TIME, YOU FIND YOURSELF ATTEMPTING TO FIGURE OUT WHICH COMBINATION OF SKILLS WILL MIN/MAX AN UBER-PERFECT KILLING MACHINE, ASSASSIN, WARLOCK, BOOT-LICKER, - WHATEVER - IMMEDIATELY GIVE YOURSELF A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™!



**DANGEROUS NOTE!** SOME OF THE SKILLS ARE A LITTLE MORE POWERFUL (I.E. USEFUL) THAN OTHERS, AND AS WE ALL KNOW, POWER IN THE PAWS OF AN IMPULSIVE AND RECKLESS KOBOLD IS A DANGEROUS THING. SO, IN A VAIN ATTEMPT TO TEACH KOBOLDS THAT THEIR ACTIONS HAVE CONSEQUENCES, BOB (THE HUMAN GOD) PROPOSED AN INJUNCTION ON SAID SKILLS WHICH WAS CARRIED BY AN OVERWHELMING MAJORITY BY THE COUNCIL OF THE GODS MONSTER RESOURCES SUB-COMMITTEE™. AS A RESULT, A NUMBER OF KOBOLD SKILLS ARE MARKED "DANGEROUS!" DANGEROUS SKILLS NEVER REQUIRE A SKILL ROLL AND CAN BE USED OUT OF TURN, BUT THEY HAVE THEIR OWN SIDE EFFECTS, WHICH ARE EXPLAINED LATER.

**S** ELECT UP TO 6 SKILLS (PAGES 8-12) AND RECORD THEM ON YOUR KOBOLD REFERENCE SHEET™.



## **THE KOBOLD HORRIBLE DEATH RECORD**

AS YOU MAY HAVE HEARD, IT'S TOUGH BEING A KOBOLD! WHENEVER A KOBOLD FAILS A SKILL ROLL, THERE IS A CHANCE THAT SHE WILL DIE A HORRIBLE KOBOLD DEATH. EACH TIME A KOBOLD FAILS A SKILL ROLL, CHEQUE OFF A BOX IN THE KOBOLD HORRIBLE DEATH RECORD™ LOCATED ON THE KOBOLD REFERENCE SHEET™. EACH TIME THAT A KOBOLD ADDS OR REMOVES A CHEQUE FROM THE KOBOLD HORRIBLE DEATH RECORD™, ROLL 2D6 AND ADD THE NUMBER OF CHEQUES THE KOBOLD HAS ACCUMULATED TO THE ROLL. IF THE TOTAL IS LESS THAN OR EQUAL TO 13, SHE DON'T DIE. HOWEVER, IF THE ROLL, PLUS THE CHEQUES, IS GREATER THAN 13 SHE MUST ROLL FOR A KOBOLD HORRIBLE DEATH™. SEE PAGE 38 FOR COMPLETE RULES ON THE HORRIBLE WAYS THAT KOBOLDS CAN (AND MOST CERTAINLY WILL) DIE!

SOME SKILLS ARE ESPECIALLY HAZARDOUS TO USE, LIKE DUELIST, LACKEY, COWER, TRACK, SAGE, AND TRADE (THE ONES MARKED DANGEROUS!). WHENEVER A KOBOLD USES A DANGEROUS! SKILL, HE AUTOMATICALLY TAKES A KOBOLD HORRIBLE DEATH CHEQUE™!



## **BRAWN SKILLS**

**ATHLETE** - SOME KOBOLDS ARE JUST NATURALLY MORE ATHLETIC THAN OTHERS. KOBOLDS WITH THE ATHLETE SKILL CAN LEAP, CLIMB, VAULT, AND PERFORM ANY NUMBER OF EXTREME PHYSICAL ACTIVITIES. THE DIFFICULTY OF ATHLETE ROLLS IS DETERMINED BY THE MAYOR.

**BULLY** - THE KOBOLD HAS MASTERED THE ANCIENT SCHOOLYARD MARTIAL ART OF BULLYING. A KOBOLD CAN ATTEMPT TO BULLY (I.E. THREATEN TO SERIOUSLY HURT) ANOTHER CREATURE TO MAKE THAT CREATURE PERFORM ONE ACTION. THE DIFFICULTY OF THE ACTION IS EQUAL TO THE MEAT (FOR STRONG STUPID CREATURES) OR THE CUNNING (FOR WEAK SMARTER CREATURES) OF THE VICTIM.

**DUEL** - DANGEROUS! THE KOBOLD IS A SEASONED VETERAN, AND BY USING THIS SKILL SHE CAN FORCE SOMEONE TO RE-ROLL AN ATTACK ROLL. THE TARGET MUST BE IN MELEE COMBAT WITH THIS KOBOLD. USE OF THIS SKILL DOES NOT REQUIRE A BRAWN ROLL.

**LIFT** - THIS KOBOLD IS ESPECIALLY GOOD AT JUGGLING MULTIPLE TASKS AND AS SUCH, HE CAN CARRY ADDITIONAL ITEMS WITHOUT PENALTY. THE DIFFICULTY IS EQUAL TO THE NUMBER OF ITEMS THE KOBOLD IS ATTEMPTING TO CARRY. EACH TIME THE NUMBER OF ITEMS IN THE KOBOLD POSSESSION CHANGES, SHE MUST REMAKE THE LIFT ROLL. FAILURE ALWAYS RESULTS IN EVERYTHING IN HER HANDS FALLING TO THE GROUND.

**SWIM** - LIKE MOST DUMB ANIMALS, YOU CAN KEEP YOURSELF AFLOAT AND MOVE ABOUT IN WATER. THE DIFFICULTY OF THE SWIM ROLL DEPENDS ON HOW FAST THE WATER IS MOVING, WHICH IS UP TO THE MAYOR.

**WRASSLE** - THE KOBOLD IS GOOD AT GRABBING LIVING THINGS AND SLAMMING THEM TO THE GROUND. THE DIFFICULTY OF THIS ACTION IS EQUAL TO THE AGILITY OF THE TARGET. AFTER A SUCCESSFUL WRASSLE, A KOBOLD CAN SPEND ONE ACTION TO STUFF ANYTHING ABOUT THE SIZE OF HIS HEAD INTO HIS MOUTH.

## **EGO SKILLS**

**HIDE** - THIS SKILL GIVES A KOBOLD THE ABILITY TO CONCEAL HERSELF IN THE SHADOWS OR BEHIND SOMETHING ELSE (I.E. COVER). THE DIFFICULTY OF THIS ACTION IS EQUAL TO 1 DIE OR THE HIGHEST CUNNING OF ANYONE WITHIN 15 FEET OF THE KOBOLD WHEN SHE'S ATTEMPTING TO HIDE. THE MAYOR CAN INCREASE THE DIFFICULTY OF THIS ROLL BY 1 DIE IF THE OBSERVER IS ACTIVELY SEEKING THE KOBOLD, OR REDUCE IT BY 1 DIE IF THE KOBOLD IS BEING IGNORED FOR THE MOST PART.

**LACKEY** - DANGEROUS! THE KOBOLD HAS RECEIVED SOME FORM OF ARCANES TUTELAGE AND NOW HAS THE ABILITY TO CAST A MAGICK SPELL. SEE THE KOBOLD MAGICK SECTION FOR MORE DETAILS (PAGE 20).

**SAGE** - DANGEROUS! A LITTLE KNOWLEDGE IS DANGEROUS, AND KOBOLDS ARE ALREADY LITTLE AND DANGEROUS. THIS KOBOLD KNOWS ABOUT STUFF (LIKE MEDICINE OR SHOW TUNES, IT'S UP TO THE PLAYER) AND CAN USE THIS SKILL TO ASK THE MAYOR A YES/NO QUESTION - WHICH THE MAYOR MUST ANSWER TRUTHFULLY. THE USE OF THIS SKILL DOES NOT REQUIRE AN EGO ROLL, BUT REQUIRES THAT THE KOBOLD EXPLAIN WHAT THEY HAVE LEARNED TO THE GROUP AND HOW THEY KNOW IT.





**SHOOT** - AN ANCIENT KOBOLD LEARNED THAT IF YOU ARE HERE AND SOMEONE ELSE IS WAY OVER THERE, THE EASIEST WAY TO KILL THEM IS TO HURL SOMETHING AT THEM. AND NOW WE HAVE BOWS! THIS SKILL GIVES A KOBOLD THE ABILITY TO USE SLINGS, BOWS, CROSSBOWS, LIGHT SIEGE WEAPONS, AND ANY OTHER DEVICE THAT CAN HURL SOMETHING AT SOMEONE ELSE. SEE THE "HOW TO KILL THINGS" SECTION FOR MORE INFORMATION ON MISSILE WEAPONS.

**SPEAK HUMAN** - SOME KOBOLDS HAVE DEDICATED THEIR LIVES TO LEARNING THE SPEECH OF THEIR FAVOURITE PREY. WITH THIS SKILL, A KOBOLD CAN SPEAK AND UNDERSTAND 1 WORD OF HUMAN PER POINT OF EGO. WRITE DOWN HIS VOCABULARY ON THE BACK OF HIS KOBOLD REFERENCE SHEET™. ATTEMPTING TO SPEAK OR UNDERSTAND ANYTHING OTHER THAN THESE WORDS REQUIRES A ROLL. THE DIFFICULTY IS DETERMINED BY THE NUMBER OF WORDS IN THE SENTENCE (FOR EACH SENTENCE YOU ARE TRYING TO TRANSLATE).

**TRAP** - THIS WILY KOBOLD HAS RECEIVED SOME INSTRUCTION IN BASIC TRAP MAKING. THIS ALLOWS HER TO SET TRAPS, SEARCH FOR TRAPS, AND ATTEMPT TO DISARM TRAPS WITHOUT BEING HARMED. THERE ARE 2 BASIC TYPES OF TRAPS: HURTING OR GRABBING. HURTING TRAPS DEAL DAMAGE (I.E. THE TARGET LOSES HITS) AND GRABBING TRAPS ATTEMPT TO ENSNARE A TARGET (THE TARGET MAKES A REFLEXES ROLL. IF HE FAILS, HE CANNOT MOVE FOR 1D6 TURNS). THE DIFFICULTY OF SETTING A TRAP IS EQUAL TO THE DAM, OR THE BRAWN (FOR GRABBING). THE DIFFICULTY OF "SEARCHING" FOR TRAPS IS 3 DICE.



## **EXTRANEQUS SKILLS**

**BARD** - UNLIKE MOST UNCIVILISED SOCIETIES, KOBOLDS DON'T HAVE A GREAT ORAL TRADITION - THEY JUST DON'T HAVE PATIENCE FOR LONG INVOLVED STORIES. STORYTELLERS SOON LEARNED THAT TO KEEP THEIR AUDIENCE'S ATTENTION THEY NEEDED TO COME UP WITH MORE AND MORE OUTRAGEOUS TALES. A KOBOLD WITH THE BARD SKILL IS WELL VERSED IN EXAGGERATION (I.E. SHE CAN LIE). THE DIFFICULTY OF THE BARD SKILL IS EQUAL TO THE HIGHEST CUNNING OF ANYONE HEARING THE STORY. IF SOMEONE PRESENT KNOWS THE STORY TO BE FALSE, INCREASE THE DIFFICULTY OF THE BARD ROLL BY 1 DIE.

**COOK** - EVERYKOBOLD! NEARLY ALL KOBOLDS HAVE SOME TRAINING IN THE GASTRONOMICAL ARTS. THE USES AND DIFFICULTY OF COOK ROLLS ARE COVERED IN THE KOBOLD KITCHEN SECTION (PAGE 32).

**DUNGEON** - THIS IS ONE OF THOSE CATCH-ALL SKILLS THAT ALLOWS KOBOLDS TO HANG FROM ROPES, STAKE OPEN DOORS, SCALE SHEER WALLS, AND DO ALL THOSE OTHER NIFTY THINGS THAT ADVENTURERS SEEM TO KNOW HOW TO DO IN A DUNGEON. THE DIFFICULTY OF DUNGEON ROLLS IS SET BY THE MAYOR.



**TRACK** - THIS NATURE-HAPPY KOBOLD HAS LEARNED HOW TO FOLLOW A TRAIL WHETHER IN TOWN, IN THE BUSHES, OR IN THE CAVES. THE DIFFICULTY OF THIS ACTION IS EQUAL TO 1 DIE, OR THE HIGHEST LUCK OF ANYONE IN THE GROUP BEING TRACKED. THE MAYOR CAN INCREASE THE DIFFICULTY OF THIS ROLL BY 1 DIE IF SOMEONE IN THE GROUP BEING TRACKED HAS TRACK AND IS ACTIVELY SEEKING TO DISGUISE THEIR TRAIL. THE MAYOR CAN REDUCE THE DIFFICULTY BY 1 DIE IF THE GROUP BEING TRACKED IS IN A HURRY, LARGE, OR IS INTENTIONALLY BEING OBVIOUS ABOUT WHICH DIRECTION THEY ARE GOING.

**TRADE** - DANGEROUS! A KOBOLD WITH THIS SKILL IS NEVER HAPPY WITH WHAT HE HAS AND IS ALWAYS PISSING AND MOANING TO GET SOMETHING ELSE. WITH HIS EXTENSIVE TRAINING AT THE USED HORSE LOT, THIS KOBOLD HAS HONED HIS DICKERING AND BARGAINING SKILLS TO A RAZOR'S EDGE. THIS GIVES HIM THE ABILITY TO RE-ROLL THE RESULT ON ANY CHART. THIS SKILL CAN BE USED ANY-TIME AND DOES NOT REQUIRE AN EXTRANEIOUS ROLL.

## **REFLEXES SKILLS**

**COWER** - DANGEROUS! MOST KOBOLDS LACK THE SENSE OF SELF-PRESERVATION NEEDED TO AVOID POTENTIALLY LETHAL SITUATIONS. NOT THIS ONE! THROUGH SOME UNKNOWN MEANS, THIS KOBOLD HAS LEARNED THAT KOBOLDS ARE MORTAL AND AS SUCH, HE CLEARLY CANNOT CHOOSE THE CUP IN FRONT OF YOU! BY CRYING AND WHIMPERING LIKE A LITTLE GIRL, THIS KOBOLD CAN ATTEMPT TO MAKE HIMSELF HARDER TO STRIKE. WHEN A KOBOLD USES THE COWER SKILL, HIS AGILITY INCREASES BY 2 UNTIL THE END OF HIS NEXT TURN. THIS DOES NOT REQUIRE A REFLEXES ROLL.

**FAST** - THIS KOBOLD FEELS THE NEED - THE NEED FOR SPEED! KOBOLD COOKS ARE NOTORIOUS FOR NOT MAKING ENOUGH FOOD TO GO AROUND, MOSTLY BECAUSE THEY EAT SO MUCH OF IT THEMSELVES. THIS BEING THE CASE, A SLOW KOBOLD IS GENERALLY A HUNGRY KOBOLD. FAST KOBOLDS ARE NATURAL SPRINTERS WITH THE ABILITY TO INCREASE THEIR MOVE. THE DIFFICULTY OF THE ROLL IS EQUAL TO 1 DIE PER EACH ADDITIONAL SQUARE (5 FEET) OF MOVEMENT THE KOBOLD WANTS TO ATTEMPT.

**SNEAK** - THIS KOBOLD IS A SHIFTY LITTLE FELLOW WITH THE ABILITY TO MOVE QUIETLY AND REMAIN UNDETECTED. THE BASE DIFFICULTY FOR THIS IS THE HIGHEST CUNNING OF ANYONE YOU ARE TRYING TO SNEAK PAST.

**STEAL** - KOBOLDS WITH THIS SKILL ARE EVEN SHIFTIER THAN THOSE WITH SNEAK! THEY CAN TAKE A WEAPON, A ITEM, A BABY, ETC. FROM SOMEONE ELSE WITHOUT THEM KNOWING WHO TOOK IT. THE DIFFICULTY TO STEAL SOMETHING IS THE CUNNING OF THE INTENDED VICTIM.

**RIDE** - THIS KOBOLD HAS LEARNED THAT THE SHORTEST DISTANCE BETWEEN TWO POINTS IS ON THE BACK OF SOME OTHER CREATURE. THE DIFFICULTY OF THE RIDE ROLL IS EQUAL TO THE CUNNING OF THE CRITTER BEING RIDDEN. REDUCE THE DIFFICULTY BY 1 DIE IF THE CREATURE HAS BEEN SADDLED (OR IS OTHERWISE USED TO BEING RIDDEN).

**WIGGLE** - THIS KOBOLD HAS TRAINED TO BE NIMBLE AND SUPPLE. SHE CAN CONTORT HER FURRY BODY TO FIT INTO TIGHT PLACES, SLIP FREE OF BONDS, OR TO ATTEMPT TO SCURRY AROUND ENEMIES. THE DIFFICULTY OF A WIGGLE IS UP TO THE MAYOR OR EQUAL TO THE AGILITY OF THE CREATURE BEING AVOIDED.

# ***+EDGES AND -BOGIES!***

+EDGES AND -BOGIES ARE THE INBORN TALENTS AND DEFICIENCIES THAT ALL KOBOLDS POSSESS. +EDGES (GOOD QUALITIES) BEGIN WITH A PLUS SIGN(+), AND -BOGIES (NEGATIVE QUALITIES) BEGIN WITH A MINUS SIGN(-). ALL KOBOLDS ARE BORN WITH TWO +EDGES AND TWO -BOGIES. IN ADDITION TO THESE, EACH KOBOLD MUST ROLL ONCE ON BOTH THE RANDOM +EDGE CHART AND THE RANDOM -BOGIE CHART. THE MAYOR CAN CALL UPON A KOBOLD'S -BOGIES TO CAUSE AWFUL THINGS TO HAPPEN TO THE KOBOLD (A KOBOLD WHO IS -IN HEAT MAY GO CRAZY WHEN HE ENTERS A BAR). LIKEWISE, HE COULD USE IT TO FORCE A KOBOLD TO PERFORM AN ACTION (ALL KOBOLDS ARE -FEARLESS AND AS SUCH WOULD NEVER RUN AWAY FROM A DRAGON OUT OF FEAR).

**A**LL KOBOLDS START THE GAME WITH THE FOLLOWING +EDGES AND -BOGIES



**+BARK LIKE A KOBOLD** - KOBOLDS ARE KNOWN FOR BEING EXCEPTIONALLY GOOD AT COOKING, AND PARTICULARLY BAD AT EVERYTHING ELSE. SO HOW IS IT THAT KOBOLDS HAVEN'T BECOME EXTINCT, ESPECIALLY WHEN IT SEEMS THAT FIGHTERS ARE ALWAYS KILLING HORDES OF THEM AND EVIL WARLOCKS ARE ALWAYS THROWING THEM AGAINST THEIR ENEMIES? IGNORANT OF ALL THE RULES OF EVOLUTION, KOBOLDS HAVE DEVELOPED THE UNIQUE ABILITY TO MAKE THE IMPOSSIBLE HAPPEN. BEFORE ROLLING THE DICE, THE PLAYER CAN BARK, GROWL, OR GENERALLY ACT LIKE HER KOBOLD TO HAVE THE DIFFICULTY OF AN ACTION REDUCED BY 1 DIE. BE WARNED, EACH TIME A KOBOLD USES THIS +EDGE, THEY MUST BE LOUDER AND MORE KOBOLD-LIKE THAN THE LAST KOBOLD THAT USED IT. THE MAYOR IS THE FINAL JUDGE OF WHETHER YOUR BARKING JUSTIFIES THE BONUS DIE.

**+KOBOLD SENSES** - WHILE IT IS OBVIOUS THAT KOBOLDS DON'T HAVE NOSES (MERELY NOSTRILS), THEIR SENSE OF TASTE IS SO REFINED THAT THEY CAN ACTUALLY "TASTE" THE SMELL OF THINGS. IN ADDITION, KOBOLDS' EYES ARE SO ACCUSTOMED TO LIVING AND HUNTING IN DEEP DARK CAVES THAT THEY CAN SEE AS WELL IN NEAR TOTAL BLACKNESS AS THEY CAN IN THE LIGHT.

**-FEARLESS** - HAVE YOU EVER STOPPED AND WONDERED WHY IT IS THAT A PACK OF MEASLY, WEAK, LITTLE KOBOLDS WILL ATTACK A PARTY OF FULLY ARMED AND ARMoured WARRIORS BACKED BY FIREBALL CHUCKING WIZARDS? THE ANSWER IS THAT KOBOLDS HAVE ABSOLUTELY NO UNDERSTANDING OF THE CONCEPT OF SELF-PRESERVATION. SOME HAVE SPECULATED THAT IT IS THE TINY SIZE OF THE KOBOLD BRAIN WHICH ALLOWS THEM TO CHEERILY MARCH INTO THE MAW OF CERTAIN DOOM, WHILE OTHERS BELIEVE THAT IF KOBOLDS DO BEGIN TO ACT IN A COWARDLY WAY (LIKE ACTIVELY TRYING NOT TO GET KILLED) THEN VOR HIMSELF STRIKES THEM DOWN. (VOR HATES COWARDS!) IF A KOBOLD IS ACTING EXCEPTIONALLY COWARDLY, THE MAYOR MAY CHOOSE TO GIVE THAT KOBOLD A KOBOLD HORRIBLE DEATH CHEQUE™.

**-TASTE LIKE CHICKEN:** IT IS A WELL-KNOWN FACT THAT KOBOLD IS EXTREMELY TASTY ALA CARTE AND IS SIMPLY IRRESISTIBLE WHEN PREPARED CORRECTLY. SHOULD A KOBOLD BECOME WOUNDED, ALL CRITTERS (OTHER THAN HUMANS) AND KOBOLDS IN THE MAP SQUARE MUST MAKE AN EGO ROLL AT 1 DIE. IF THE RESULT IS GREATER THAN THE CREATURE'S EGO, THE DESIRE TO EAT THE TASTY LITTLE KOBOLD BECOMES OVERPOWERING.





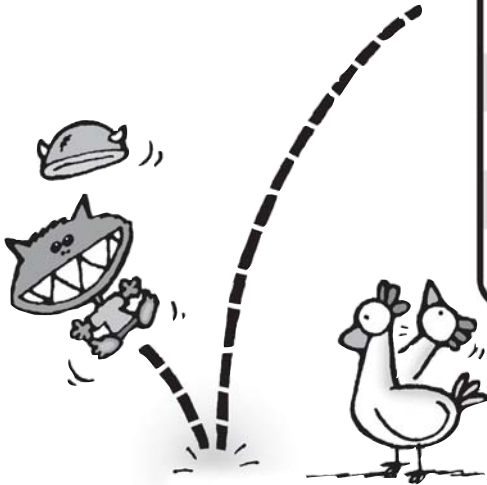


**ROLL ONCE ON EACH OF THE FOLLOWING CHARTS AND RECORD THE RESULTS ON YOUR KOBOLD REFERENCE SHEET™.**

## THE RANDOM +EDGE CHART

ROLL 1D6

1. +ANIMAL CHUM
2. +BOUNCY
3. +EXTRA PADDING
4. +TROLL BLOOD
5. +WINNING SMILE
6. +ZILCH



**+ANIMAL CHUM** - EVER SINCE YOU WERE JUST A LITTLE PUP, YOU'VE HAD A SPECIAL WAY WITH ANIMALS. FOR SOME REASON, THEY ALWAYS SEEMED TO LIKE YOU. ANIMALS WILL NOT ATTACK YOU, UNLESS YOU SPECIFICALLY THREATEN THEM.

**+BOUNCY** - THE GODS HAVE DECREED THAT THIS KOBOLD WILL NOT BE FALLING TO HIS DEATH. NO MATTER HOW FAR YOU MAY FALL, OR HOW MUCH DAMAGE IS TAKEN, YOUR KOBOLD WILL ALWAYS HAVE AT LEAST 1 HIT AFTER HITTING BOTTOM AND WILL BOUNCE INTO A RANDOM ADJACENT SQUARE.

**+EXTRA PADDING** - YOU HAVE LIVED THE GOOD LIFE, AND A ROUND, PUDGY BELLY IS THE BIG REWARD. YOU START THE GAME WITH 1D6 ADDITIONAL HITS FROM YOUR IMPRESSIVE BULK.

**+TROLL BLOOD** - ONE OF YOUR ANCESTORS WAS INTO SOME KINKY STUFF AND YOU ARE REAPING THE BENEFITS. YOU HAVE THE WONDROUS ABILITY TO REGENERATE DAMAGE. YOU CAN SPEND 1 TURN (DOING NOTHING ELSE) TO LICK YOUR WOUNDS AND REGAIN 2 LOST HITS. NOTE: YOU CAN ONLY LICK YOUR OWN WOUNDS, DOING THIS TO ANYONE ELSE WILL ONLY GET YOU INTO TROUBLE.

**+WINNING SMILE** - YOUR KOBOLD HAS A WIDE, FRIENDLY SMILE THAT INSPIRES BOTH TRUST AND CAMARADERIE IN MEN, AND CAUSES MOST WOMEN TO THINK YOU ARE VERY CUTE (OR VICE VERSA). AS LONG AS YOU ARE SMILING, HUMANS WILL NOT ATTACK YOU! (UNTIL YOU DO SOMETHING OUT-AND-OUT WRONG, LIKE STEALING A BABY OR EATING A CAT.) NOTE: THE PLAYER MUST ACTUALLY BE SMILING FOR THE KOBOLD TO REAP THE BENEFITS OF THIS +EDGE.

**+ZILCH** - THIS KOBOLD HAS NO ADDITIONAL POSITIVE QUALITIES, WHATSOEVER.





**-ANGRY FRIENDS** - THIS KOBOLD HAS NO ADDITIONAL NEGATIVE QUALITIES, WHATSOEVER, AND THAT'S ANNOYING.

**-ANIMAL FOE** - YOU'VE SPENT MOST OF YOUR LIFE KICKING DOGS AND LIGHTING COWS ON FIRE. AS A RESULT, ALL ANIMALS GET A BAD VIBE FROM BEING NEAR YOU. ALL ANIMALS WITHIN YOUR MAP SQUARE WILL TRY TO LEAVE, AND WILL ATTACK IF YOU BOTHER THEM!

**-FOUL SMELLING** - YOU NEVER REALLY TOOK MUCH TO THE CONCEPT OF BATHING; AS SUCH, A PUTRID CLOUD CLINGS TO YOU. ANYTHING IN YOUR MAP SQUARE WILL NOTICE THE SCENT, AND PROBABLY COME LOOKING FOR THE PILE OF DUNG THAT LEFT IT.

**-HUNGRY** - THIS KOBOLD HAS AN INSATIABLE APPETITE, ONE TO RIVAL KING TORG'S (ALL HAIL KING TORG!). HIS NEED TO EAT IS SO GREAT THAT IF HE COMES UPON ANYTHING EDIBLE, HE MUST MAKE AN EGO ROLL (DIFFICULTY DETERMINED BY THE MAYOR) OR GO INTO A FEEDING FRENZY, UNABLE TO STOP HIMSELF FROM TRYING TO EAT HIS PREY. THE KOBOLD DEFINITION OF EDIBLE IS ANYTHING THAT FITS IN HER MOUTH AND TASTES GOOD (LIKE CHICKENS, WAF-FLES, BABIES, OR OTHER KOBOLDS! YUMMY!) EACH TURN SPENT "MUNCHING" REDUCES THE EGO ROLL BY 1 DIE AND THE ROLL TO STOP MAY BE RETRIED EVERY TURN.

**-IN HEAT** - YOU'RE FACING SOME BIG CHANGES IN YOUR LIFE THIS YEAR, AND DOGS HAVE BEGUN TO NOTICE. IF YOU ENCOUNTER A DOG, IT WILL FOLLOW YOU AROUND UNTIL IT CAN GET YOU ALONE. EVERY TIME YOU ENCOUNTER AN ADULT HUMAN (OR AN EQUIVALENT, LIKE AN ELF BABE OR SOMETHING), YOU MUST MAKE AN EGO ROLL (DIFFICULTY EQUAL TO THE TARGET'S LUCK), OR ATTEMPT TO "HUMP" HIS/HER/ITS LEG. EACH TURN SPENT "HUMPING" REDUCES THE EGO ROLL BY 1 DIE AND THE ROLL TO STOP MAY BE RETRIED EVERY TURN.

**-TASTE LIKE BABY** - SURE, EVERY KOBOLD TASTES GREAT SWIMMING IN TOMATO GRAVY, BUT YOU JUST SMELL DEEE-LICIOUS! SHOULD YOU BECOME WOUNDED, ALL CRITTERS (OTHER THAN HUMANS) AND KOBOLDS IN THE MAP SQUARE MUST MAKE AN EGO ROLL AT 3 DICE. IF A CRITTER FAILS THE ROLL, THE DESIRE TO EAT YOU BECOMES OVERPOWERING AND IT CAN'T STOP UNTIL IT'S HAD A BITE! IF A -HUNGRY KOBOLD IS NEARBY, THEIR EGO ROLL MUST BE MADE AT 5 DICE.







# KOBOLD GEAR!

KOBOLDS LACK THE INTELLECT TO MAKE THEIR OWN EQUIPMENT. THOSE KOBOLDS WITH ENOUGH SENSE TO MAKE THINGS ARE IMMEDIATELY DRAUGHTED INTO THE COOKING ARMY. AS A GENERAL RULE, KOBOLDS GET ALL OF THEIR EQUIPMENT BY A) STEALING IT, OR B) PICKING IT OUT OF THE TRASH. WHEN KOBOLDS DO GET STUFF, THEY TAKE IT TO THE CENTER OF THE CAVES TO A PLACE CALLED THE BAZAAR, AND TOSS IT ONTO ONE OF 3 LARGE PILES. WHEN THEY LEAVE THE CAVES, THEY STOP BY EACH OF THE PILES AND GRAB SOME EQUIPMENT. DUE TO TINY BRAINS, KOBOLDS HAVEN'T EXACTLY PICKED UP ON THE IDEA OF STORAGE. CONSEQUENTLY, MOST KOBOLDS CAN ONLY EVER CARRY 2 ITEMS AT A TIME - ONE IN THEIR RIGHT PAW, AND ONE IN THEIR LEFT. THIS MEANS THAT A KOBOLD NEEDS TO DROP ONE OF THEIR ITEMS, IN ORDER TO PICK UP SOMETHING NEW - LIKE A BABY! IF A KOBOLD IS CAUGHT CARRYING MORE THAN 2 ITEMS, SHE IMMEDIATELY GETS A KOBOLD HORRIBLE DEATH CHEQUE™. ARMOUR AND OUTFITS DON'T COUNT AS ITEMS FOR CARRYING PURPOSES; EVEN KOBOLDS KNOW HOW TO PUT ON A SHIRT! SOME ITEMS HAVE +EDGES AND -BOGIES, WHICH ARE DESCRIBED AT THE END OF THE KOBOLD GEAR! SECTION (PAGE 19).

**TO DETERMINE STARTING EQUIPMENT ROLL ON EACH OF THE CHARTS BELOW. RECORD THESE RESULTS ON YOUR KOBOLD REFERENCE SHEET™.**



## ROLL 2D6 HITS SPECIAL

- |                   |    |              |
|-------------------|----|--------------|
| 2. BIG SHIELD     | 10 | -BIG, 2 DAM  |
| 3. METAL POT HELM | 10 | +COOK        |
| 4. BEER-BARREL    | 12 | -BULKY       |
| 5. LEATHER APRON  | 8  | +BACKPACK    |
| 6. LEATHER JACKET | 8  | +FONZIE      |
| 7. SMALL SHIELD   | 6  | -ITEM, 1 DAM |
| 8. HEAVY T-SHIRT  | 4  |              |
| 9. KIDS CLOTHES   | 2  |              |
| 10. SOCKS         | 1  |              |
| 11. LINTMAIL VEST | 1  |              |
| 12. NEKKID!       | 0  |              |

## THE RANDOM ARMOUR CHART

### ROLL 2D6

- |                                    |
|------------------------------------|
| 2. CUP OF MILK ELEMENTAL SUMMONING |
| 3. BAG OF HOLDING: CHICKENS        |
| 4. RING OF HUMAN SPEAKING          |
| 5. CODEX OF TABRIZ THE ARCAN       |
| 6. RANDOM BOOZE                    |
| 7. SPICE SACK                      |
| 8. BACKPACK                        |
| 9. ADVENTURER'S CAST-OFFS          |
| 10. 25 FEET OF ROPE                |
| 11. 10 FOOT POLE                   |
| 12. LINT                           |

SEE GEAR SECTION FOR EFFECTS

## THE RANDOM GEAR CHART

### ROLL 2D6 DAM SPECIAL

- |                     |   |                                                     |
|---------------------|---|-----------------------------------------------------|
| 2. IRON SKILLET     | 3 | +COOK                                               |
| 3. LARGE BONE       | 3 | -BIG                                                |
| 4. CHAIN            | 2 | +CLIMB                                              |
| 5. CLUB             | 2 | +BASH                                               |
| 6. SMALL SWORD      | 2 | IT LOOKS PRETTY WIMPY.                              |
| 7. DAGGER           | 1 | IT LOOKS REALLY COOL!                               |
| 8. HAMMER           | 1 | +USEFUL                                             |
| 9. SLINGSHOT        | 1 | +STONES                                             |
| 10. COOKING UTENSIL | 1 | +COOK                                               |
| 11. DEAD RAT        | 0 | -FOUL SMELLING                                      |
| 12. SQUAT           | - | YOU WERE LAST IN LINE WHEN THEY HANDED OUT WEAPONS. |

## THE RANDOM WEAPON CHART



SUPER DELUXX EDITION

## KOBOLD GEAR DESCRIPTIONS

**10 FOOT POLE** – A BROKEN 10' PIECE OF WOOD FAVOURED BY ADVENTURERS, APPROXIMATELY 9 FEET LONG. THIS ITEM GIVES A BONUS DIE TO ALL DUNGEON ROLLS. (VOR ONLY KNOWS WHERE YOU KEEP IT WHEN YOU AREN'T USING IT!)

**25 FEET OF ROPE** – A LENGTH OF ROPE IN A NICE NEAT COIL, WHEN USED THIS ITEM GIVES A BONUS DIE TO ALL DUNGEON AND ATHLETE CLIMBING ROLLS. UNFORTUNATELY, AFTER YOU USE IT THE FIRST TIME, YOU KNOW THAT YOU'LL NEVER BE ABLE TO COIL IT AS NICELY AS IT IS NOW. IT'S LIKE FOLDING A MAP, AND WHEN WAS THE LAST TIME YOU SAW A KOBOLD CARTOGRAPHER? ONCE USED, IT BECOMES -BIG.

### ADVENTURER'S CAST-OFFS

ROLL ON THE ADVENTURER'S CAST-OFF CHART TO DETERMINE WHAT LEFT OVER ADVENTURER JUNK THE KOBOLD PICKED UP.

#### ADVENTURER'S CAST-OFFS CHART

1. **BROKEN HOLY WATER VIAL:** CAN BE THROWN AT -UNDEAD CREATURES TO DO 1D6 DAM.
2. **FLASK OF OIL:** CAN BE THROWN INTO A FIRE TO EXPLODE FOR 1D6 DAM TO THE SQUARE.
3. **WHETSTONE:** CAN BE USED TO SHARPEN A KOBOLD'S TEETH AND CLAWS. ROLL 1D6. TAKE THE RESULT IN DAM AND FOR THAT NUMBER OF TURNS THE KOBOLD DOES +2 DAM.
4. **IRON RATION:** A SMALL IRON BOX THAT CONTAINS A SMALL SNACK. EATING THE SNACK REGAINS 2 LOST HITS.
5. **FLAMING CLUB:** A STICK WITH BURNT OILY RAGS TIED AT ONE END. ONCE LIT, IT LASTS FOR 2D6 TURNS AND DOES 3 DAM BEFORE CRUMBLING INTO ASH.
6. **EMPTY WINESKIN**

ROLL 1D6

**BACKPACK** – YOU HAVE A TRENDY LITTLE SACK THAT YOU LIKE TO STRAP ACROSS ONE OF YOUR SHOULDERS (BOTH IF YOU HAVE AN EGO OF 11 OR HIGHER). IN THE BAG YOU CAN FIT ANY ONE ITEM ROUGHLY THE SIZE OF A BABY. SHOULD YOU ACTUALLY PLACE A BABY IN THE BACKPACK, REFER TO THE BABY NEGLIGENCE HOUSE RULE! NEITHER THE BACKPACK NOR ITS CONTENTS COUNT AGAINST THE 2 ITEMS A KOBOLD IS ALLOWED TO CARRY.

**BAG OF HOLDING: CHICKENS** – AN INTERESTING ITEM, APPRENTICES USUALLY MAKE THESE BAGS IN MAGICK SHOPPE CLASS 101. THIS BAG ONLY HOLDS CHICKENS BUT IT CAN HOLD AN INFINITE NUMBER OF THEM. CAPTURING A CHICKEN REQUIRES A WRASSLE ROLL. KEEP A RECORD OF HOW MANY CHICKENS ARE CAPTURED IN THIS FASHION. SHOULD YOU DIE OR LET GO OF THE SACK TO GRAB SOMETHING ELSE, ALL THE CHICKENS WILL IMMEDIATELY ESCAPE AND APPEAR ALL AROUND THE KOBOLD. THE CHICKENS WILL BE ENRAGED AND WILL ATTACK EVERY KOBOLD THEY SEE!

**CODEx OF TABRIZ THE ARCAne (EvIL ARCH-WARLOCK FOR HIRE)** – YOU HAVE 1D6 PAGES OF A MAGICK BOOK. TO USE A PAGE YOU MUST CRUMPLE IT UP AND THROW THEM AT SOMEONE (KAWS KOBLDS DANT REED SO GUD!) WHOEVER THE PAGE HITS BECOMES THE TARGET OF A MAGICK SPELL. YOU CAN FIND THE EXACT SPELL BY ROLLING 2D6 AND CONSULTING THE RANDOM SPELL CHART ON PAGE 20 (AFTER THE SPELL IS THROWN OF COURSE). REGARDLESS OF THE EFFECT, IT INSTANTLY HAPPENS. EVERY TIME YOU USE A PAGE, TAKE A KOBOLD HORRIBLE DEATH CHEQUE™. THE PLAYER MUST ACTUALLY CRUMPLE UP A PIECE OF PAPER AND THROW IT AT ONE OF THE OTHER PLAYERS OR THE MAYOR (WHO TAKES THE PLACE OF ALL THE NON-PLAYER CREATURES).



**BOOZE** - YOUR KOBOLD HAS A BOTTLE OF SOME KIND OF ALCOHOL - ROLL 1D6 ON THE RANDOM ALCOHOL CHART. DRINKING ALCOHOL IS A STUPID THING TO DO, BUT KOBOLDS ARE STUPID. ALCOHOL IS GOOD FOR STARTING FIRES, TRADING WITH HUMANS, AND CALMING BABIES (THOUGH YOU WILL PROBABLY NEED TO REFER TO THE BABY NEGLIGENCE HOUSE RULE!). A KOBOLD WON'T KNOW WHAT IS IN THE BOTTLE TILL HE PROVES HIS STUPIDITY BY DRINKING IT. EACH BOTTLE HOLDS 2 DRINKS.

### THE RANDOM BOOZE CHART

1. **GROG**: FEELS PRETTY GOOD! BONUS DIE TO BRAWN ROLLS AND A PENALTY DIE TO ALL OTHER ROLLS FOR 1D6 TURNS!
2. **MEAD**: GETS A HEADACHE! REGAIN 1D6 LOST HITS AND SUFFER A PENALTY DIE ON ALL EGO ROLLS FOR 1D6 TURNS!
3. **BEER**: TASTES GREAT AND FILLING! THE KOBOLD IGNORES THE EFFECTS OF -HUNGER FOR 1D6 TURNS!
4. **WINE**: MI, AMORE! THE KOBOLD GETS THE -IN HEAT BOGIE FOR 1D6 TURNS!
5. **BRANDY**: SOPHISTICATED! TAKE 2 DAM AND GAIN THE BARD SKILL FOR 1D6 TURNS!
6. **TA-KILL-YA**: WHAT WERE YOU THINKING! TAKE 1D6 KOBOLD HORRIBLE DEATH CHECKS™ AND GAIN THAT MANY VP FOR BEING SUCH A BADASS!

**ROLL 1D6**

**CUP OF MILK ELEMENTAL SUMMONING** - BY USING THIS MAGICK CUP, THE KOBOLD CAN SUMMON A MILK ELEMENTAL FROM THE DEMI-PLANE OF DAIRY PRODUCTS. MILK ELEMENTALS CAN CALM BABIES, ENRAGE COWS, STOP FIRES, MAKE A LIGHT CREAM SAUCE, OR ATTACK ONE'S ENEMIES. THE KOBOLD CAN SUMMON 1 ELEMENTAL FROM EACH COW, CHURN, KITCHEN, OR BABY BOTTLE THAT HE FINDS BUT MAY NEVER CONTROL MORE THAN ONE AT A TIME.

*MILK ELEMENTAL B:5 E:3 R:8 / AGL:2 / MILKY FIST 1 DAM / +BOUNCY / VP:2*

**RING OF HUMAN SPEAKING** - WHILE HOLDING THIS RING, THE KOBOLD MAY SPEAK TO HUMANS AS IF THEY WERE KOBOLDS. (I.E. SHE CAN UNDERSTAND WHAT THEY ARE SAYING AND THEY CAN UNDERSTAND HER).

**SPICE SACK** - YOUR KOBOLD IS CARRYING A FULL ARSENAL OF HERBS AND SPICES IN A BAGGIE. THESE HERBS MAKE FOOD TASTE GREAT. IF SUCCESSFULLY USED WITH A 3 DICE COOK ROLL (AS WELL AS 3 INGREDIENTS), THE RESULTING MEAL WILL GIVE THE KOBOLD 1D6 HITS. THERE ARE ENOUGH SPICES IN THE SACK TO PREPARE 2 MEALS.

### ITEM +EDGES AND -BOGIES

**+BASH** : THIS ITEM GIVES A BONUS DIE TO ALL BASH ROLLS.

**+BACKPACK** : THIS ITEM CAN BE USED AS A BACKPACK.

**-BIG** : THIS ITEM REQUIRES TWO HANDS TO USE.

**-BULKY** : THIS ITEM REDUCES A KOBOLD'S AGILITY BY 1.

**+CLIMB** : THIS ITEM GIVES A BONUS DIE TO ALL DUNGEON AND ATHLETE CLIMBING ROLLS.

**+COOK** : THIS ITEM GIVE A BONUS DIE TO ALL COOK ROLLS.

**+FONZIE** : THIS ISN'T AN +EDGE; YOU JUST FEEL REALLY, REALLY COOL!

**-ITEM**: UNLIKE OTHER ARMOUR THIS COUNTS AS AN ITEM FOR CARRYING PURPOSES.

**+STONES**: THIS WEAPON CAN SHOOT STONES. WHENEVER YOU ARE OUTSIDE YOU CAN SPEND AN ACTION TO FIND ONE HANDFUL (1D6) STONES SUITABLE FOR FIRING FROM THIS WEAPON. STONE (1 DAM).

**+USEFUL**: THIS ITEM GIVE A BONUS DIE TO ALL DUNGEON ROLLS.



SUPER DELUXX EDITION

19



# KOBOLD MAGICK!

**D**UE TO A COMPLETE LACK OF MARKETABLE SKILLS, MOST KOBOLDS END UP WORKING IX-TO-V AS FODDER IN SOME EVIL MASTERMIND'S DUNGEON. EXCEPTIONALLY AMBITIOUS KOBOLDS MIGHT EVENTUALLY FIND EMPLOYMENT AS HENCHMEN FOR EVIL WIZARDS. WHILE WORKING AS LACKEYS, SOME OF THESE KOBOLDS HAVE ACTUALLY MANAGED TO LEARN SOMETHING, AND RETURN TO THE CAVES WITH THE ABILITY TO CAST A MAGICK SPELL. IN ORDER TO CAST A SPELL, THE KOBOLD MUST HAVE THE SKILL LACKEY.

ALL SPELLS HAVE A "SOMATIC" COMPONENT, WHICH REQUIRES THAT THE PLAYER (NOT JUST THE KOBOLD) PERFORM SOME ACTION FOR THE SPELL TO WORK PROPERLY. FAILURE TO PERFORM THE SOMATIC COMPONENT AUTOMATICALLY CAUSES THE SPELL TO MISFIRE!

## THE RANDOM MAGICK SPELL CHART

2. SPELL OF MOSTLY UNSPEAKABLE HORRORS
3. WALL OF BEER
4. HAGEN'S LARPSFUCATION
5. PIMPY'S SLAPPING HAND
6. BAIL'S FLOATING FRYING PAN
7. RESTOR'S SPELL OF SOMNOLENCE
8. TABRIZ' BALL OF FLAMING DEATH
9. LORD ELMER'S BALL OF GLUE
10. SANDOR'S SPELL OF SUMMONING CHICKEN
11. POOF!
12. SUMMON HORRIBLE DEMON...

**ROLL 2D6**

**BAIL'S FLOATING FRYING PAN** - THIS HANDY SPELL MAKES A FLAMING, FLOATING FRYING PAN MATERIALISE FROM THIN AIR. THE SIZZLING SKILLET MAKES ALL COOK ROLLS 2 DICE EASIER, AND CAN BE USED AS A WEAPON THAT DOES 4 DAM. TO COMPLETE THE SPELL, THE CASTER MUST ASK THE OTHER PLAYERS, "CAN YOU SMELL WHAT THE [INSERT NAME OF KOBOLD] IS COOKING!"

**HAGEN'S LARPSFUCATION** - THE KOBOLD CAN CAUSE HERSELF TO BECOME INVISIBLE. THE SPELL LASTS FOR 2D6 TURNS. WHILE THE KOBOLD IS INVISIBLE, THE PLAYER MUST KEEP HER ARMS FOLDED ACROSS HER CHEST (LIKE A BROODING VAMPIRE) OR THE SPELL IMMEDIATELY FAILS!

**LORD ELMER'S BALL OF GLUE** - YOU CONJURE AN ORB OF ELEMENTAL STICKINESS, FROM THE QUASI-ELEMENTAL PLANE OF BONDAGE, WHICH YOU CAN ROLL INTO ANY ADJACENT SQUARE. EVERYONE IN THE TARGET SQUARE IS CAUGHT IN THE GLUE, WHICH INCREASES THE DIFFICULTY OF ALL REFLEXES ROLLS BY THE NUMBER OF VICTIMS IN THE SQUARE. IN ADDITION, THE VICTIMS CANNOT PUT ITEMS DOWN AND ANYTHING THEY TOUCH BECOMES STUCK TO THEM. THE SPELL LASTS FOR 1D6 TURNS. TO CAST, THE PLAYER MUST MIME BOWLING!



**PIMPY'S SLAPPING HAND** - THIS INCANTATION CREATES A GIANT HAND THAT THE CASTER CAN DIRECT AGAINST ANY TARGET WITHIN 2 SQUARES. THE HAND SMACKS THE TARGET FOR 3 DAM AND THEY MUST MAKE A 4 DICE BRAWN ROLL OR BE KNOCKED TO THE GROUND. THE PLAYER MUST ASK THE TARGET LOUDLY, "WHO'S YOUR [DADDY/MOMMY]?"

**POOF!** - WITH AN AUDIBLE "POOF" (SUPPLIED BY THE PLAYER) THE CASTER DISAPPEARS IN A PUFF OF SMOKE AND SULPHUR. ON THE KOBOLD'S NEXT TURN, THEY MUST MAKE A 3 DICE EGO ROLL. IF HE SUCCEEDS, HE REAPPEARS UP TO TWO SQUARES AWAY, IN ANY DIRECTION, THROUGH ANY KIND OF OBSTACLE. IF THE KOBOLD FAILS THE ROLL, THE MAYOR CHOOSES WHERE HE APPEARS (AT LEAST 1 SQUARE AWAY FROM WHERE THHEEY STARTED).

**RESTOR'S SPELL OF SOMNOLENCE** - BY MAKING A MIGHTY YAWN (YES, THE PLAYER MUST YAWN MIGHTILY!), YOU CAUSE 1D6 CREATURES TO FALL ASLEEP FOR 1D6 TURNS. SHOULD THERE NOT BE ENOUGH NON-KOBOLD CRITTERS IN THE AREA, THE MAYOR SHOULD FEEL FREE TO CAUSE ANY KOBOLDS (ESPECIALLY THE CASTER) TO FALL ASLEEP TO MAKE UP THE DIFFERENCE. NOTE: THE KOBOLD OF ANY PLAYER CAUGHT YAWNING DIRECTLY AFTER THIS SPELL IS CAST FALLS ASLEEP FOR 1 TURN OR, IF SHE'S ALREADY CAUGHT IN THE SPELL, 1 ADDITIONAL TURN.

**SANDOR'S SPELL OF SUMMONING CHICKEN** - BY CHANTING THE SECRET WORDS OF THIS SPELL (WHICH TO THE OTHER PLAYERS SOUNDS LIKE A BAD CHICKEN IMPRESSION), A CHICKEN INSTANTLY APPEARS FROM YOUR HAT. IF YOU HAVE THIS SPELL, YOU ALSO GET A KEEN HAT. THE SUMMONED CHICKEN WILL OBEY ALL YOUR COMMANDS.

*MAGICK CHICKEN B:2 E:5 E:5 R:12 / AGL:3 / BEAK 1 DAM / -TASTES LIKE CHICKEN / VP:1*

**SPELL OF MOSTLY UNSPEAKABLE HORRORS** - LONG THOUGHT TO HAVE BEEN BANNED THROUGHOUT THE POLYVERSE, THE SPELL OF MOSTLY UNSPEAKABLE HORRORS IS A FAVOURITE OF KOBOLD SORCERERS. WE WOULD EXPLAIN WHAT HAPPENS WHEN THIS SPELL IS CAST, BUT THE MAJORITY OF THE HORRORS ARE SO UNSPEAKABLE THAT EVEN ALLUDING TO THEM MIGHT GET THIS BOOK BANNED (EXCEPT FOR THE POLY-DIMENSIONAL TENTACLES. THEY REALLY AREN'T THAT BAD AT ALL). TO CAST THIS MOST MALEFICENT INCANTATION, THE PLAYER MUST HOWL AND WAIL MADLY. THE TARGET OF THIS SPELL TAKES A KOBOLD HORRIBLE DEATH CHEQUE™ AND 1 DAM FOR EACH KOBOLD HORRIBLE DEATH CHEQUE™ THAT THE CASTER HAS!

**SUMMON HORRIBLE DEMON THAT ENJOYETH EATING KOBOLDS** - THIS ISN'T REALLY A SPELL; YOU'RE A FRAUD. YOU WENT AND FORGOT THE ONE THAT YOU LEARNED BUT SINCE YOU ALREADY TOLD EVERYONE YOU COULD CAST A SPELL, YOU MADE UP ONE THEY WEREN'T LIKELY TO ASK TO SEE.

**TABRIZ' BALL OF FLAMING DEATH** - A BALL OF FIRE ERUPTS FROM YOUR BODY, AND TEARS TOWARDS ANY OPPONENT WITHIN 3 SQUARES. THE FIRE DOES 1D6 DAM AND IGNITES ANY COMBUSTIBLES IN ITS PATH. THE PLAYER MUST LAUGH MANIACALLY AT HER TARGET.

**WALL OF BEER** - THIS INCANTATION CREATES A DAZZLING LINE OF KEG-FRESH FROTHY BEER THAT FORMS A RAGING WALL AROUND THE CASTER FOR 1D6 TURNS (AFTER THE PLAYER SHOUTS THE MAGICK WORDS, "TAPPA TAPPA KEGGA, WALL O' BEER OMEGA!" WHILE DOING A LITTLE DANCE). WHILE "SAFELY NESTLED IN THE BOSOM OF BOOZE," THE KOBOLD REGAINS 1 HIT PER TURN, RANGED ATTACKS AUTOMATICALLY MISS, AND THE DIFFICULTY OF MELEE COMBAT IS INCREASED BY 2 DICE. THESE PENALTIES APPLY TO ATTACKS PASSING THROUGH THE WALL FROM EITHER DIRECTION, IN OR OUT.



# HOW TO PLAY!

## TURNS!

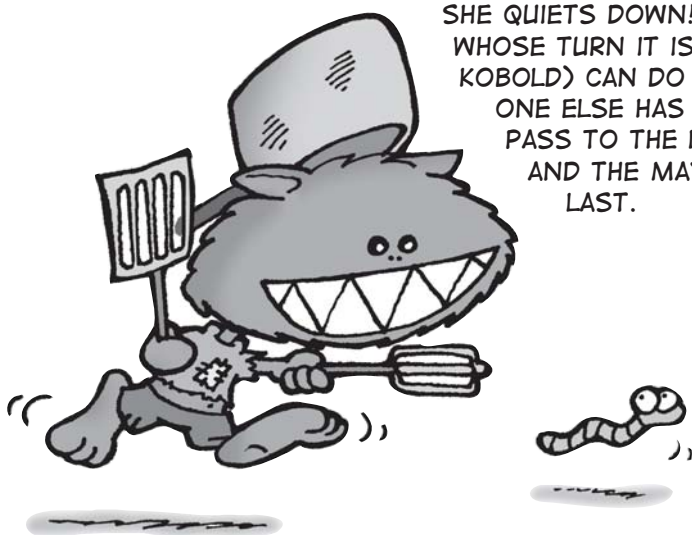
IN MOST ROLE-PLAYING GAMES, AN ENTIRE SECTION IS DEVOTED TO EXPLAINING THE SUBTLE NUANCES OF ROUNDS, TURNS, AND TIMING. IN KAMB! THERE ARE SIMPLY TURNS! TURNS ARE SOME UNKNOWN QUANTITY OF TIME. ON A TURN A KOBOLD CAN ATTEMPT ANY NUMBER OF ACTIONS, HOWEVER, EACH ACTION BEYOND THE FIRST INCREASES THE DIFFICULTY OF ALL THE ACTIONS THEY ARE ATTEMPTING.

*SLOD WANTS TO CLIMB THE SIDE OF A BASSINET, PICK UP THE DELICIOUS BABY IT CONTAINS, AND TOSS IT DOWN TO VOSH WHO IS WAITING BACK ON THE FLOOR. CLIMBING THE BASSINET IS SIMPLE, A 1 DIE ATHLETE ROLL. PICKING UP THE BABY IS ALSO EASY, A 1 DIE REFLEXES ROLL. GENTLY TOSSING THE BABY DOWN TO VOSH IS A LITTLE MORE DIFFICULT, A 2 DICE REFLEXES ROLL. HOWEVER SINCE SLOD IS ATTEMPTING 3 ACTIONS THE DIFFICULTY OF EACH IS INCREASED BY 2 (BECAUSE HE IS TAKING 2 ACTIONS BEYOND THE FIRST). SLOD ROLLS 3 DICE TO CLIMB THE BASSINET (1 DIE DIFFICULTY +2 DICE FOR THE EXTRA ACTIONS), ANOTHER 3 DICE TO GRAB THE BABY (1 DIE DIFFICULTY +2 DICE FOR THE EXTRA ACTIONS), AND IF HE WASN'T SO -HUNGRY HE WOULD HAVE TO ROLL 4 DICE TO TOSS IT DOWN TO VOSH (2 DICE DIFFICULTY, +2 DICE FOR THE EXTRA ACTIONS).*

THE KOBOLD WITH THE HIGHEST EXTRANEOUS (HEY, IT IS GOOD FOR SOMETHING!) SCORE SHOULD SIT TO THE LEFT OF THE MAYOR. THE KOBOLD WITH THE NEXT HIGHEST EXTRANEOUS SCORE SITS TO HIS LEFT, AND SO ON. IN THE EVENT OF A TIE, THE KOBOLD WITH THE HIGHER REFLEXES GOES FIRST. IF THERE IS STILL A TIE, USE EGO AND THEN BRAWN. IF THAT DOESN'T WORK, TRY ROCK-PAPER-SCISSORS, ARM WRESTLING, OR A DANCE COMPETITION!

## SNACK ORDER (I.E. INITIATIVE)

EACH TURN, PLAY BEGINS WITH THE KOBOLD TO THE LEFT OF THE MAYOR, AND CONTINUES CLOCKWISE. IF ANYONE COMPLAINS ABOUT DYNAMIC INITIATIVE OR THE ADVANCES IN ROLE-PLAYING OVER THE LAST THIRTY-ODD YEARS, BEAT HER WITH A BAGUETTE, AND SKIP HER UNTIL SHE QUIETS DOWN! ONLY THE KOBOLD WHOSE TURN IT IS (THE ACTIVE KOBOLD) CAN DO ANYTHING; EVERYONE ELSE HAS TO WAIT. TURNS PASS TO THE LEFT (CLOCKWISE), AND THE MAYOR ALWAYS GOES LAST.





# ACTIONS!

THE FOLLOWING ARE THE STANDARD ACTIONS IN A GAME OF KOBOLDS ATE MY BABY!

**MOVE!** KOBOLDS ARE ACTIVE LITTLE BUGGERS, MOSTLY DUE TO THE FACT THAT STAYING IN ONE PLACE TOO LONG GETS YOU MISTAKEN FOR A SNACK. IF YOU WANT TO GET DOWN TO THE NITTY-GRITTY OF IT, A KOBOLD CAN MOVE ABOUT 3 SQUARES (ABOUT 15 FEET) PER ACTION.

**SKILL!** A KOBOLD CAN USE ONE OF HIS SKILLS. TO USE A SKILL, THE PLAYER TELLS THE MAYOR WHAT SKILL HE IS USING AND HOW HE WANTS TO USE IT. FOR SOME SKILLS, THE BASE DIFFICULTY IS LISTED WITH THE SKILL; IN OTHER CASES, IT IS UP TO THE MAYOR TO DETERMINE THE DIFFICULTY OF A SKILL ROLL.

**DO!** A KOBOLD CAN INVOKE A HOUSE RULE, USE AN ITEM, USE AN +EDGE, LOOK AROUND, OR TALK WITHOUT CAUSING TOO MUCH HARM (FIGURATIVELY SPEAKING). THESE ACTIVITIES COUNT AS AN ACTION, BUT USUALLY DON'T REQUIRE ROLLING DICE.

**DO OTHER!** SOMETIMES KOBOLDS WANT TO DO THINGS THAT AREN'T COVERED BY SKILLS BUT STILL REQUIRE ROLLS. GENERALLY THIS CATEGORY OF ACTIONS ENCOMPASSES ANYTHING THAT WOULD BE BASED SOLELY ON A STAT; LIKE BREAKING THROUGH A DOOR, TOSSING A ROCK AT SOMEONE, OR FIGURING OUT PI\* TO TWO DECIMAL PLACES. BELOW ARE SOME EXAMPLES OF THINGS THAT A KOBOLD CAN ATTEMPT WITHOUT A SKILL.

**BREAK** - KOBOLDS WILL OFTEN FEEL THE NEED TO DESTROY PROPERTY. THE DIFFICULTY OF BREAKING SOMETHING IS EQUAL TO THE TARGET'S BEEF. FOR INANIMATE OBJECTS, A GOOD RULE OF THUMB IS THAT STICKS ARE 1 DIE, FURNITURE IS 3 DICE, AND METAL STUFF IS 6 DICE.

**FIGURE** - SOMETIMES A PLAYER GETS A PLAN THAT IS SO BRILLIANT, SO INTRICATE, AND SO WELL THOUGHT OUT THAT IT IS SURE TO WORK! UNFORTUNATELY SHE'S PLAYING A KOBOLD. IF THE MAYOR EVER FEELS THAT A PLAYER IS ASKING A LOT MORE OF A KOBOLD THAN HIS PEA SIZED BRAIN CAN HANDLE (AND THAT'S NOT MUCH!), THE MAYOR SHOULD HAVE THE KOBOLD MAKE AN EGO ROLL TO SEE IF HE IS ABLE TO COMPREHEND THE PLAN OR JUST STANDS THERE DROOLING AS THE PLAYER ATTEMPTS TO EXPLAIN IT. THE DIFFICULTY OF THE EGO ROLL IS DEPENDENT UPON THE COMPLEXITY OF THE PLAN AS DETERMINED BY THE MAYOR.

**KILL!** KOBOLDS DO THIS SO OFTEN THAT IT GOT ITS OWN SECTION; **SEE HOW TO KILL THINGS** (PAGE 25)!

**THROW** - WHILE SOME KOBOLDS RUSH HEADLONG INTO BATTLE, OTHERS PREFER TOSSING THINGS AT THEIR ENEMIES. A KOBOLD CAN HURL ANYTHING HE CAN LIFT IN ONE HAND (A WEAPON, A BABY, GEAR, ETC.) AT NEARBY FRIENDS AND FOES. THE DIFFICULTY OF THE REFLEXES ROLL IS EQUAL TO THE AGILITY OF THE TARGET PLUS 1 DIE FOR EACH SQUARE OF DISTANCE BEYOND THE FIRST.

*\*LEGEND HAS THAT THE GREAT KOBOLD MATHEMATICIAN, PYTHGOR-EATUM, ONCE TRIED TO FIGURE PI TO TWO DECIMAL PLACES, STARTED TALKING ABOUT PIE, AND WAS EATEN BY HIS STUDENT PLAYDOUGH.*



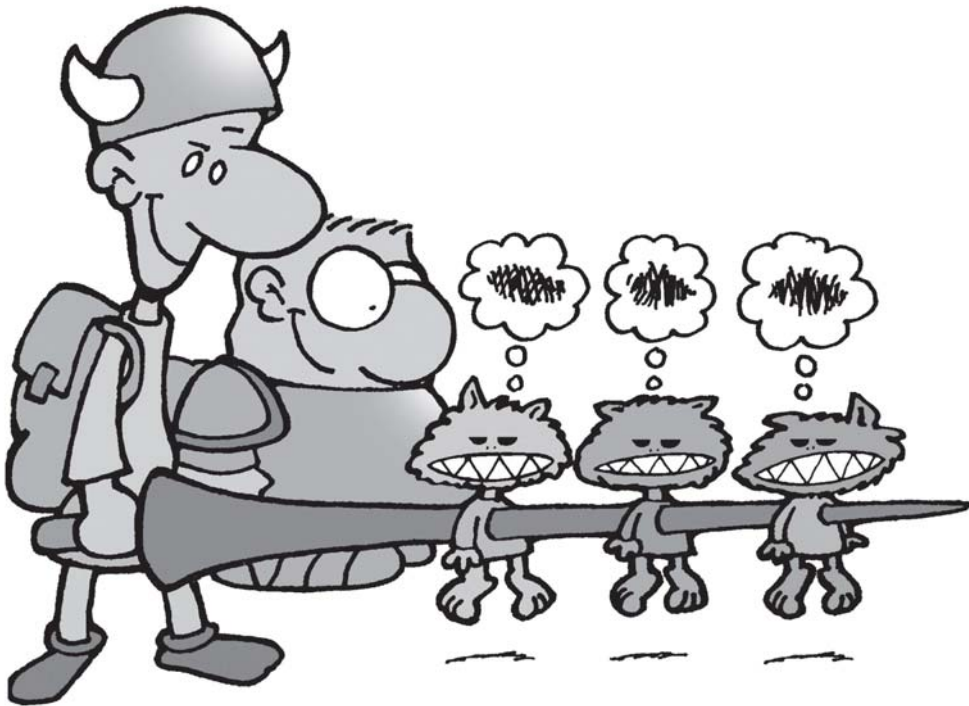
**DO MORE!** IF A KOBOLD WANTS TO PERFORM MORE THAN ONE ACTION IN A TURN, SHE CAN BY ADDING A PENALTY DIE TO EACH ROLL FOR EACH ACTION ATTEMPTED BEYOND THE FIRST. SEE THE TURNS SECTION FOR MORE DETAILS (PAGE 22).

*VOSH WANTS TO HIT A FARMER TWICE. THE DIFFICULTY TO HIT A FARMER IS 2 DICE. SINCE VOSH IS ATTACKING TWICE, HE ADDS A PENALTY DIE TO BOTH ROLLS, INCREASING THE DIFFICULTY TO 3 DICE FOR EACH.*

*SLOD WANTS RUN OVER TO A CAT, WRASSLE IT TO THE GROUND, AND SHOVE IT IN HIS MOUTH, THREE ACTIONS. CATS HAVE A 3 AGILITY, WHICH MAKES THE DIFFICULTY OF GRABBING ONE 3 DICE. SINCE SLOD IS ATTEMPTING 2 ADDITIONAL ACTIONS, HE SUFFERS 2 PENALTY DICE ON ALL HIS ROLLS MAKING THE DIFFICULTY OF THE ROLL TO WRASSLE THE CAT 5 DICE!*

**VERSUS!** IN SOME SITUATIONS, TWO KOBOLDS OR CREATURES OR SOME COMBINATION THEREOF ARE GOING TO BE COMPETING DIRECTLY AGAINST EACH OTHER. IN THESE CASES, A VERSUS ROLL IS USED TO DETERMINE THE VICTOR. IN A VERSUS SITUATION BOTH PARTIES DECIDE WHICH STAT THEY ARE USING (IN MOST CASES THIS WILL BE OBVIOUS) AND THE MAYOR HAS THE RIGHT TO SETTLE ANY DISPUTES AND GIVE WHINERS CHEQUES ON THE KOBOLD HORRIBLE DEATH RECORD™. IF IT'S AN ARM WRESTLING CONTEST BOTH USE BRAWN, WHILE IF ONE'S TRYING TO WIGGLE AWAY FROM ANOTHER ONE MIGHT USE BRAWN AND THE OTHER REFLEXES. AFTER THE APPLICABLE STATS ARE DECIDED ON, THE ACTIVE KOBOLD ROLLS DICE EQUAL TO THE OTHER PARTICIPANT'S HANDY STATS (MEAT, CUNNING, LUCK, OR AGILITY) AND ATTEMPTS TO SCORE EQUAL TO OR UNDER THE STAT HE CHOSE TO USE. IF HE SUCCEEDS HE WINS THE CONTEST. OTHERWISE, NOTHING HAPPENS AND THE CONTEST CAN CONTINUE ON THE OTHER PLAYER'S TURN WHEN SHE BECOMES THE ACTIVE KOBOLD.

*SLOD (BRAWN 8) AND BAIL (BRAWN 5 = MEAT 2) ARE ARM WRESTLING. SLOD IS THE ACTIVE KOBOLD SO HE ROLLS BAIL'S MEAT AND ATTEMPTS TO GET UNDER HIS BRAWN. IF SLOD SUCCEEDS HE SLAMS BAILS HAND TO THE TABLE. IF HE FAILS, BAIL CAN ATTEMPT THE SAME THING ON HIS TURN!*



# HOW TO KILL THINGS!

**K**OBOLDS LIVE UNCOMPLICATED LIVES FILLED WITH SIMPLE PLEASURES, LIKE EATING, DRINKING, MORE EATING, A LITTLE MORE DRINKING, AND A TAD MORE EATING. UNFORTUNATELY, IN THEIR EFFORTS TO SATIATE THIS HUNGER, THEIR LIVES CAN GET A BIT MORE COMPLICATED IN THE SHARP SWORD-POINTY ARROW-LYNCH MOB-FLAMING METEOR-ANGRY GOD KIND OF A WAY THAT ENSURES MOST KOBOLDS' LIVES ARE SHORT AND VIOLENT. KOBOLDS SETTLE MOST DIFFERENCES THROUGH ONE OF TWO METHODS: A COOK-OFF (WHICH IS THE WAY KING TORG (ALL HAIL KING TORG!) LIKES TO SETTLE THINGS), OR THROUGH COMBAT, WHICH IS JUST THE WAY THAT VOR LIKES IT! INVARIABLY, YOUR KOBOLD IS GOING TO GET INTO A SCUFFLE, SO YOU MIGHT WANT TO LEARN THE BASICS OF KOBOLD SELF-OFFENSE. *IMPORTANT KOBOLD PHILOSOPHY NOTE:* KOBOLDS DON'T UNDERSTAND THAT YOU CAN TRY TO NOT GET HURT. THAT DOESN'T MAKE ANY SENSE TO THEM. STICKING SOMEBODY WITH A SWORD BEFORE SHE CAN STICK YOU, NOW THAT MAKES SENSE.

## HOW TO HIT

WHEN TWO BLADE-MASTERS SQUARE OFF, COMBAT BECOMES AN ART FORM, A SUBTLE DEADLY DANCE OF THRUST AND PARRY, FEINT AND COUNTER FEINT. WHEN KOBOLDS ARE INVOLVED, COMBAT GENERALLY DEVOLVES INTO TWO COMBATANTS STANDING THERE SMACKING ONE ANOTHER UNTIL SOMEONE DIES! IN KAMB!, THE DIFFICULTY OF HITTING SOMETHING IS DETERMINED BY ITS AGILITY. WHEN YOU WANT TO HIT SOMETHING, ROLL THE INTENDED VICTIM'S AGILITY IN DICE AND ATTEMPT TO SCORE UNDER THE ATTACKER'S BRAWN (REFLEXES FOR THROWN WEAPONS AND EGO WHEN SHOOTING). ALL CRITTERS, TOWNSFOLK, AND KOBOLDS CAN TRY TO HIT ANYTHING ELSE WITH WEAPONS, FISTS, CLAWS, OR WHATEVER ELSE IS HANDY.

*VOSH AND SLOD ARE TWO KOBOLD BUDDIES WHO SPENT THEIR FORMATIVE YEARS IN THE SAME WARREN, CHEWING ON THE SAME BONES. UNFORTUNATELY, SLOD THINKS THAT HE'S GOING TO TAKE THE BABY THAT VOSH KNOWS IS RIGHTFULLY HIS. VOSH HAS BRAWN 8. SLOD, WITH REFLEXES 7 HAS AN AGILITY OF 2. ON HIS TURN, VOSH WANTS TO HIT SLOD, TO REMIND HIM WHO'S BOSS. VOSH ROLLS 2 DICE (THE DIFFICULTY BASED ON SLOD'S AGILITY) AND TRIES TO GET UNDER 10 (HIS BRAWN).*

## HOW TO HIT THINGS FAR AWAY

EVEN KOBOLDS UNDERSTAND THE BENEFITS OF HURTING SOMETHING BIG AND NASTY WHILE IT'S WAY OVER THERE. MISSILE COMBAT WORKS JUST LIKE HAND-TO-HAND COMBAT WITH A FEW MINOR ADDITIONS. WHEN THROWING SOMETHING THE TO HIT ROLL IS MADE AGAINST REFLEXES, AND WHEN SHOOTING IT IS MADE AGAINST EGO. AS WITH MELEE COMBAT, THE DIFFICULTY OF THE ROLL IS EQUAL TO THE AGILITY OF THE TARGET. FOR THE MOST PART, ALL THROWN OBJECTS SHOULD DO AT LEAST 1 DAM. ANY MORE (OR LESS) IS UP TO THE MAYOR'S DISCRETION AND THE PLAYER'S WHINING.

YOU CAN THROW SOMETHING AT OR SHOOT AN OPPONENT WHO IS NOT IN THE SAME SQUARE AS YOU. FOR THROWN WEAPONS, ADD +1 DIE OF DIFFICULTY TO THE TO HIT ROLL FOR EACH SQUARE OF DISTANCE BEYOND THE FIRST. FOR SHOOTING WEAPONS, ADD 1 DIE OF DIFFICULTY FOR EACH SQUARE PAST THE THIRD.

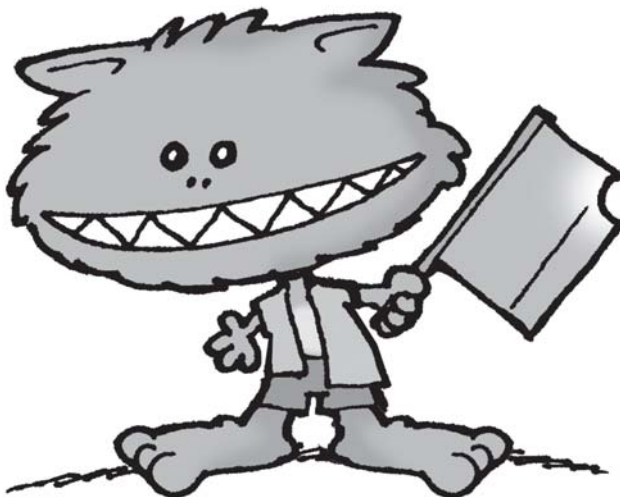
INCREASE THE DIFFICULTY BY 1 DIE IF THE TARGET IS SMALLER THAN YOUR HEAD AND BY 2 DICE IF IT IS SMALLER THAN AN EGG. DECREASE THE DIFFICULTY BY 1





DIE IF THE TARGET IS LARGER THAN A HORSE. IF IT'S THE BROAD SIDE OF A BARN (OR LARGER), DECREASE THE DIFFICULTY BY 2 DICE. MOST INANIMATE OBJECTS HAVE AN AGILITY OF 0.

*BAIL WANTS TO THROW A KNIFE AT AN EVIL UNDEAD ZOMBIE CHICKEN. THE ZOMBIE CHICKEN HAS AN AGILITY OF 3. BAIL HAS A REFLEXES OF 9. BAIL NEEDS TO ROLL 3 DICE (THE DIFFICULTY FROM THE CHICKEN'S AGILITY) AND TRY TO GET UNDER A 9 (HIS REFLEXES). IF THE ZOMBIE CHICKEN IS 2 SQUARES AWAY, BAIL WOULD NEED TO ROLL 5 DICE (THE CHICKEN'S AGILITY +2 DICE FOR RANGE) TO HIT.*



## **DAMAGE**

ONCE YOU SCORE A SUCCESSFUL HIT, YOU NEED TO DETERMINE HOW MUCH DAMAGE (DAM) IS DONE. ALL WEAPONS HAVE # DAM LISTED WITH THEM, AND ALL KOBOLDS ARE BORN WITH SHARP CLAWS AND POINTY TEETH THAT DO 1 DAM. THE # LISTED WITH THE DAM CORRESPONDS TO THE NUMBER OF HITS THAT THE TARGET LOSES AFTER BEING STRUCK WITH A PARTICULAR WEAPON.

*SLOD WHACKS BAIL WITH A CHAIN FOR TAKING SOUX'S SIDE IN AN ARGUMENT. BAIL HAS 4 HITS AND A CHAIN DOES 2 DAM. BAIL REDUCES HIS HITS TO 2 AND PREPARES TO INTRODUCE SLOD TO AN OLD FRIEND...TABRIZ' BALL OF FLAMING DEATH!*

## **UNARMED? COMBAT**

AT THIS POINT, YOU MAY BE ASKING YOURSELF, "WHY WOULD A KOBOLD USE A DAGGER WHEN ALL KOBOLDS HAVE SHARP CLAWS AND POINTY TEETH?" WELL, KOBOLDS ARE SMALL AND TO USE THEIR SHARP CLAWS AND POINTY TEETH THEY HAVE TO GET REALLY CLOSE TO THEIR PREY. THEY NEED TO GET SO CLOSE THAT BOTH THE KOBOLD AND HIS PREY GET A BONUS DIE WHEN TRYING TO HIT EACH ANOTHER.

*AFTER THE COURT JESTER DISARMS HIM, VOSH DECIDES TO RIP HIM TO SHREDS AND LUNGES AT THE JESTER WITH HIS CLAWS. THE JESTER NORMALLY HAS AN AGILITY OF 3 BUT SINCE VOSH IS RIGHT UP ON HIM HE RECEIVED A BONUS DIE AND ONLY NEEDS TO MAKE A TOHIT ROLL AT 2 DICE. HOWEVER, AS HE IS SO CLOSE, IT IS EASIER FOR THE JESTER TO SMACK HIM BACK AND HE TOO WILL RECEIVE A BONUS DIE ON HIS TOHIT ROLL, REDUCING THE DIFFICULTY OF HITTING VOSH FROM 2 DICE TO 1 DIE.*

## **WHOOOP-ASS!**

ESPECIALLY MEATY ATTACKERS ARE ABLE TO DEAL OUT MORE DAM TO THEIR OPPONENTS. BEFORE MAKING A TOHIT ROLL, A MUSCLE-BOUND ATTACKER CAN "OPEN UP A CAN OF WHOOOP-ASS" AND TRY TO DO SOME EXTRA DAM WITH THE



ATTACK. WHEN DOING SO, THE ATTACKER ADDS HER MEAT SCORE TO THE WEAPONS LISTED DAM. UNFORTUNATELY, SINCE SHE IS SWINGING WILDLY, SHE SUFFERS A PENALTY DIE TO HER TOHIT ROLL.

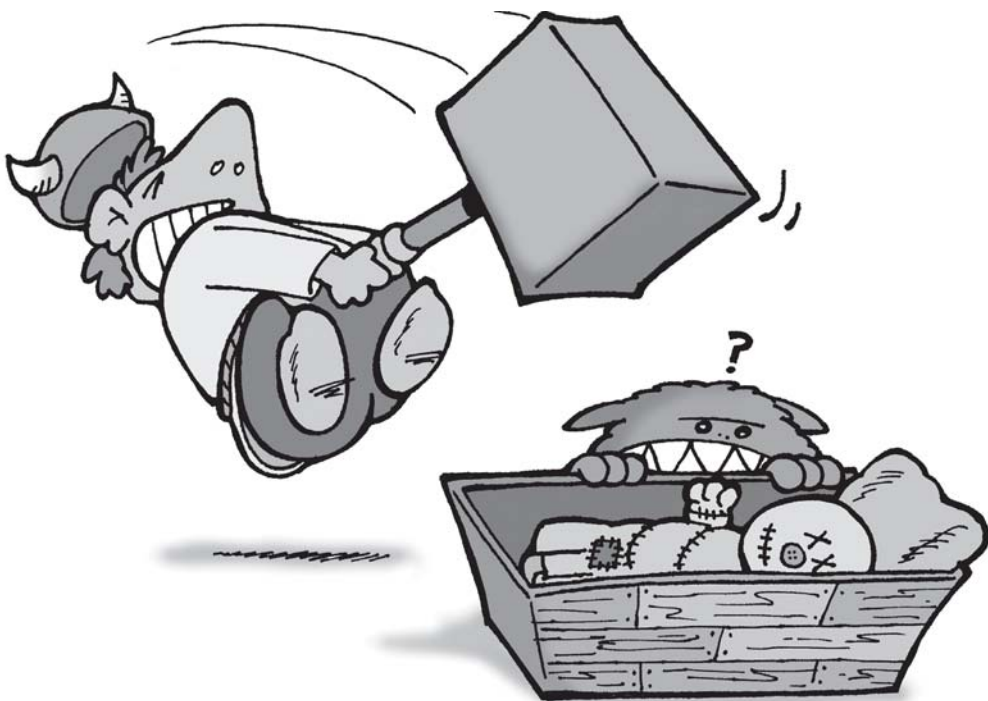
*SLOD WANTS TO LAY THE SMACK DOWN ON POOR SOLIX. HE WINDS UP WITH HIS FRYING PAN (3 DAM) AND PREPARES TO LET HER HAVE IT. SLOD HAS A 7 BRAWN, GIVING HIM A MEAT OF 2. IF HE SUCCESSFULLY HITS SOLIX HE WILL DO 5 DAM (3 FOR THE FRYING PAN AND 2 FOR WHOOP-ASS!). SOLIX'S AGILITY IS 2. SINCE SLOD IS TRYING TO WHOOP-ASS HE SUFFERS A PENALTY DIE TO THE TOHIT ROLL. HIS TOHIT ROLL IS INCREASED TO 3 (2 FOR THE AGILITY +1 FOR THE WHOOP-ASS).*

## ARMOUR

THE EASIEST WAY TO AVOID TAKING DAMAGE IS TO AVOID COMBAT, BUT SINCE VOR HATES COWARDS AND KING TORG (ALL HAIL KING TORG!) LOVES HUMAN BABY, THAT'S NOT A REAL VIABLE SOLUTION! NEXT TO AVOIDING COMBAT, ARMOUR IS PROBABLY THE BEST WAY TO PROTECT A KOBOLD FROM HARM.

WHEN A KOBOLD IS WEARING ARMOUR, IT ADDS ARMOUR HITS. WHENEVER A KOBOLD TAKES DAM (FROM ANY SOURCE), THAT DAM IS SUBTRACTED FIRST FROM HER ARMOUR HITS. ONLY AFTER RUNNING OUT OF ARMOUR HITS (AT WHICH POINT THE REMNANTS OF ARMOUR FALLS OFF) ARE A KOBOLD'S HITS REDUCED.

*SOLIX IS WEARING A METAL POT (10 ARMOUR HITS) ON HER HEAD. IF SLOD MANAGES TO HIT HER FOR 5 DAM, SHE SUBTRACTS 5 HITS FROM HER ARMOUR HITS. IF A COW WERE TO FALL ON HER AFTERWARD FOR 8 DAM, SOLIX WOULD LOSE 5 ARMOUR HITS (WHAT'S LEFT OF THE METAL POT) AND THEN TAKE THE REMAINING 3 HITS WORTH OF DAM.*



## DYING

WHEN A KOBOLD OR A CRITTER REACHES 0 HITS, IT TAKES A DIRT NAP. ABOUT THE ONLY THING THAT DEAD KOBOLDS ARE GOOD FOR IS EATING (UHHH...DEAD KOBOLD). ACTUALLY, KOBOLDS PRETTY MUCH FEEL THIS WAY ABOUT MOST CRITTERS, WHICH HELPS TO EXPLAIN WHY THEY ARE ALWAYS TRYING TO KILL EVERYTHING!



# HOW TO WIN!

IF YOU'VE NEVER PLAYED A ROLE-PLAYING GAME BEFORE, RIGHT NOW YOU'RE PROBABLY ASKING YOURSELF, "SO, HOW DO I WIN?" OR, YOU MIGHT BE ASKING YOURSELF, "WHY THE HELL DID I BUY THIS GAME?" WELL, UNLIKE YOUR AVERAGE ROLE-PLAYING GAME, KOBOLDS ATE MY BABY! DOES HAVE WINNERS. THOUGH, TRUTH BE TOLD, IT MOSTLY HAS LOSERS! ANYWAY, THE WINNER IS THE PLAYER WHO, AT THE END OF THE GAME, HAS THE MOST VICTORY POINTS (VP). PLAYERS SCORE VP FOR KILLING THINGS, COOKING THINGS, BRINGING BABIES BACK TO THE CAVES, MAKING THE MAYOR LAUGH SO HARD HE PEEES HIMSELF, OR FULFILLING SOME SPECIAL REQUIREMENT SET UP BEFORE THE GAME. MOST GAMES CONTINUE UNTIL A CERTAIN CONDITION IS MET, I.E. WHEN ALL OF THE BABIES ARE GONE - EATEN, DEAD, STORED IN THE CAVE, ETC.

IN THE VERY LIKELY EVENT OF A KOBOLD'S DEATH, THE PLAYER'S NEXT KOBOLD INHERITS ALL THE DEAD KOBOLD'S CURRENT VICTORY POINTS (THOSE WHICH HAVEN'T BEEN SPENT YET!). AFTER THE WINNING PLAYER IS DETERMINED, SHE IS ENCOURAGED TO LAUGH IN THE FACES OF ALL OF THE OTHER PLAYERS (A.K.A. THE LOSERS).

## WHAT TO DO WITH VP!

ON THE OUTSIDE CHANCE THAT A KOBOLD ACTUALLY MANAGES TO SURVIVE FOR ANY PERIOD OF TIME, SHE MIGHT ACCUMULATE SOME VICTORY POINTS. IF THIS SHOULD HAPPEN, THE PLAYER CAN SPEND THESE POINTS TO IMPROVE THE KOBOLD WHENEVER HE IS IN THE CAVES (WHICH CAN BE DURING A GAME OR BETWEEN "ADVENTURES").

DEMI-ANTHROPOLOGISTS STUDYING THE BEHAVIOR PATTERNS OF THE ADULT KOBOLD HAVE NEVER BEEN ABLE TO EXPLAIN HOW THIS PROCESS WORKS (SINCE KOBOLDS HAVE NO MONETARY OR BARTER SYSTEM), BUT SOMEHOW KOBOLDS JUST SEEM TO KNOW WHEN TO GIVE THINGS TO OTHER KOBOLDS. WHILE IN THE CAVES, A KOBOLD CAN TAKE A QUICK TRIP TO THE BAZAAR, CONVENIENTLY LOCATED IN THE CENTER OF THE CAVES. JUST MINUTES FROM THE THRONE ROOM, THE CAVE MOUTH, AND NUMEROUS FINE DINING ESTABLISHMENTS, THE BAZAAR IS A WONDERFUL PLACE TO SHOP, SKULK, MATE, OR JUST KILL SOME LUNCH!

**SPECIALTY SHOPS** - FOR 2 VP YOU CAN ROLL ONCE ON THE BARRACKS CHART, THE ARMOURY CHART, OR THE BLACK MARKET CHART.

### THE BARRACKS CHART

#### ROLL 1D6 DAM SPECIAL

1	IRON SKILLET	3	+COOK
2	CLUB	2	+BASH
3	SMALL BOW	1	+ARROWS, +BIG
4	HAMMER	1	+USEFUL
5	SLINGSHOT	1	+STONES
6	PLAYER'S CHOICE		

### THE ARMOURY CHART

#### ROLL 1D6 HITS SPECIAL

1	METAL POT HELM	10	+COOK
2	SPIKED LEATHER	8	+POKEY
3	SMALL SHIELD	6	-ITEM, 1DAM
4	HEAVY TEE-SHIRT	4	
5	SOCKS	1	
6	PLAYER'S CHOICE		

### BLACK MARKET CHART

1. CODEX OF TABRIZ THE ARCANE
2. BOOTS OF ELVEN HIDE
3. BACKPACK
4. ADVENTURER'S CAST-OFFS
5. 11 FOOT POLE
6. PLAYER'S CHOICE

ROLL 1D6





## THE RANDOM CHART OF RANDOMNESS

2. GAIN THE EFFECTS OF 3, 4 AND 5
3. LOSE 1 KOBOLD HORRIBLE DEATH CHECK™
4. GAIN 3 VP
5. GAIN 1 HIT
6. ROLL ON ANY GEAR CHART
7. GAIN / LOSE NOTHING
8. LOSE 1 ITEM (MAYOR'S CHOICE)
9. LOSE 1 HIT
10. LOSE 1 VP
11. GAIN 1 KOBOLD HORRIBLE DEATH CHECK™
12. SUFFER THE EFFECTS OF 9, 10 AND 11

**ROLL 2D6**

"OUR VORI!" AND REMOVE A CHEQUE FROM THEIR KOBOLD HORRIBLE DEATH RECORD™. REMEMBER, YOU MUST CHEQUE FOR KOBOLD HORRIBLE DEATH WHEN ADDING OR REMOVING A CHEQUE FROM THE KOBOLD HORRIBLE DEATH RECORD™.

## CAVE BAZAAR DESCRIPTIONS

**11 FOOT POLE** - IT'S A WHOLE FOOT BETTER THAN A 10 FOOT POLE.

**BOOTS OF ELVEN HIDE** - NO ONE IS QUITE SURE WHICH DIABOLICAL SORCERER CREATED THIS MACABRE AND MYSTICAL FOOTWEAR BUT DUE TO ITS EXTREME HANDINESS, NO ONE'S ASKING A LOT OF QUESTIONS EITHER. THE WEARER OF THESE BOOTS CAN TAKE A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™ TO MOVE! 4 SQUARES (ABOUT 20 FEET) PER TURN AND GAIN A BONUS DIE TO ALL SNEAK ROLLS FOR 1D6 TURNS.

**+ARROWS** - THIS WEAPON CAN SHOOT ARROWS AND COMES WITH 6+1D6 IN A QUIVER. THE QUIVER CAN BE TIED TO YOUR BACK AND DOES NOT COUNT AS AN ITEM FOR CARRYING PURPOSES. ARROW (2 DAM).

**+BASH** - THIS ITEM GIVES A BONUS DIE TO ALL BASH ROLLS.

**-BIG** - THIS ITEM REQUIRES TWO HANDS TO USE.

**+COOK** - THIS ITEM GIVE A BONUS DIE TO ALL COOK ROLLS.

**-ITEM** - THIS ARMOUR COUNTS AS AN ITEM FOR CARRYING PURPOSES

**+POKEY** - IF THIS ARMOUR HAS ANY ARMOUR HITS REMAINING, ANYONE GRABING OR ATTACKING YOU WITHOUT A WEAPON TAKES 2 DAM WHEN THEY SUCCESSFULLY SCORE A HIT.

**+STONES** - THIS WEAPON CAN SHOOT STONES. WHENEVER YOU ARE OUTSIDE YOU CAN SPEND AN ACTION TO FIND ONE HANDFUL (1D6) STONES SUITABLE FOR FIRING FROM THIS WEAPON. STONE (1 DAM).

**+USEFUL** - THIS ITEM GIVE A BONUS DIE TO ALL DUNGEON ROLLS.

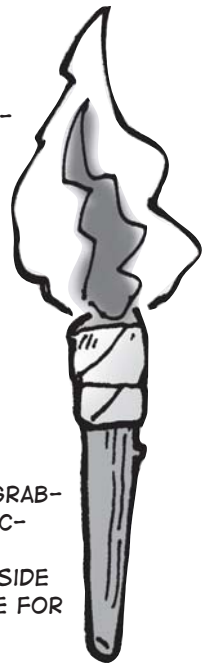
**TRASH PICKING** - FOR 1 VP YOU CAN ROLL ONCE ON THE RANDOM WEAPON CHART, THE RANDOM ARMOUR CHART, OR THE RANDOM GEAR CHART (PAGE 17).

**NOT-SO GENERAL STORE** - A KOBOLD CAN SPEND 3 VP TO SELECT AN ITEM FROM THE RANDOM WEAPON CHART, THE RANDOM ARMOUR CHART, OR THE RANDOM GEAR CHART (PAGE 17).

**GAMBLING DEN** - FOR A MEASLY 2 VP, AN ADVENTUROUS KOBOLD CAN VISIT A STALL OF INIQUITY, AND ROLL ON THE RANDOM CHART OF RANDOMNESS.

**THE LIBRARY** - THE LIBRARY IS A FANCY NAME FOR WHATEVER TRASH WAS RECENTLY RECOVERED FROM TABRIZ'S DUMPSTER. FOR 2 VP, YOU CAN ROLL ON THE RANDOM MAGICK SPELL CHART (PAGE 20) OR YOU CAN SPEND 4 VP TO SELECT ANY SPELL FROM THE CHART. (REMEMBER A KOBOLD MUST HAVE THE SKILL LACKEY TO CAST A SPELL).

**VOR'S HOUSE OF WORSHIP** - WITH A QUICK "VORLELUJAH!" A KOBOLD CAN GAIN HIS MEAT IN HITS IN EXCHANGE FOR 2 VP. FOR 3 VPS, THE KOBOLD CAN PRAY THE

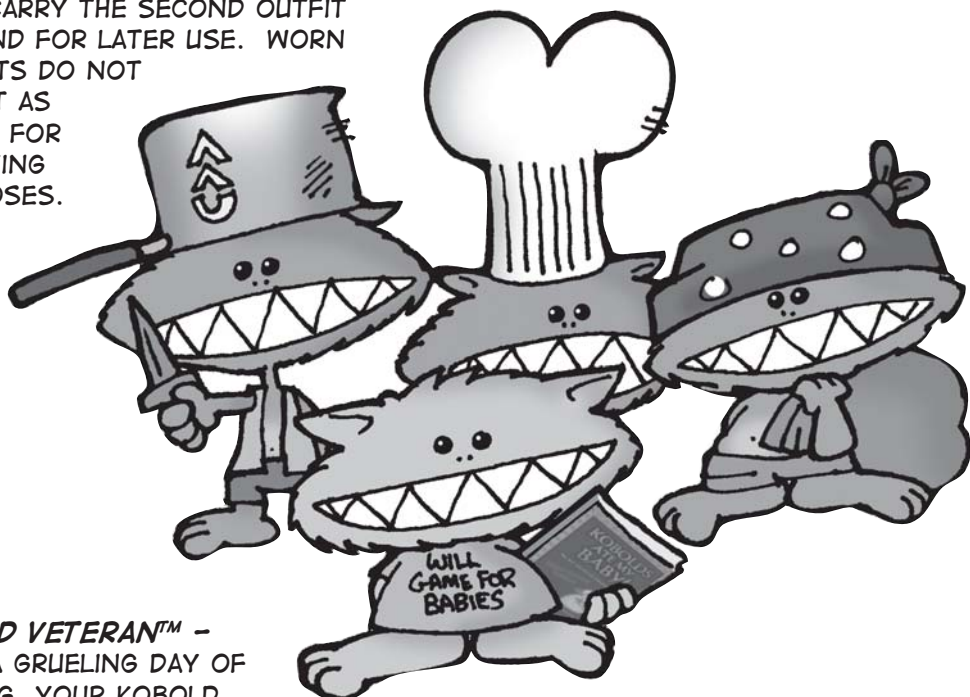


SUPER DELUXX EDITION

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# OUTFITS

**K**OBOLDS CAN GAIN A LITTLE CLASS BY HONING THEIR SKILLS AND ABILITIES AND SPENDING 12 VPS. WHEN BUYING AN OUTFIT, THE KOBOLD GAINS RANK, A TITLE, OR AN INDULGENCE. ALSO INCLUDED IS A HAT, TIE, SHIRT, OR SOME OTHER ARTICLE OF CLOTHING THAT SIGNIFIES HIS NEWFOUND POSITION IN SOCIETY. KOBOLDS GENERALLY REFER TO THESE IMPROVEMENTS AS OUTFITS. A KOBOLD CAN BE MULTI-OUTFITTED, BUT THIS REQUIRES A SERIOUS EXPENDITURE OF VICTORY POINTS, AND FEW KOBOLDS EVER REACH THESE GRANDIOSE LEVELS OF POWER (WITHOUT CHEATING!). IF A KOBOLD HAS MORE THAN 1 OUTFIT, HE MAY ONLY WEAR ONE AT A TIME, MEANING THAT HE ONLY GAINS THE BENEFITS OF THE OUTFIT THAT HE IS CURRENTLY WEARING. HOWEVER HE MAY CARRY THE SECOND OUTFIT AROUND FOR LATER USE. WORN OUTFITS DO NOT COUNT AS ITEMS FOR CARRYING PURPOSES.



## **KOBOLD VETERAN™ -**

AFTER A GRUELING DAY OF TRAINING, YOUR KOBOLD

MAY NOW CLAIM TO BE A VETERAN. BEING A GRUFF, SEASONED WARRIOR, HE NOW HAS THE RIGHT TO PULL RANK IN THE WEAPON LINE. TO SHOW YOUR MILITARY PROWESS, YOU PUT A COLANDER, POT, OR TIN ASHCAN ON YOUR HEAD.

**REQUIRES:** AN ITCHIN' TO FIGHT. ARE YOU LOOKING AT ME FUNNY, PUNK?

**BONUS:** THIS KOBOLD BEGINS ALL GAMES WITH A "HELMET" THAT GIVES HIM 6 ARMOUR HITS. KOBOLD VETERANS CAN FORCE OTHER NON-VETERAN KOBOLDS TO EXCHANGE WEAPONS WITH THEM, OR TAKE A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™.

**SHORT ORDER COOK™ -** INSTEAD OF JUST EATING A LIVE RAT, YOU DECIDE TO SAUTE IT OVER A FIRE AND THROW SOME SPICES ON IT. SINCE NO ONE MONITORS THESE THINGS, YOU THINK THAT'S ENOUGH TRAINING TO CALL YOURSELF A SHORT ORDER COOK! NOW YOU PROUDLY WEAR THE FUNNY WHITE PUFFY HAT THAT IS A MARK OF HONOUR AND DISTINCTION AMONG KOBOLDS. **REQUIRES:**

THE COOK SKILL. **BONUS:** THE KOBOLD GETS AN APRON (6 ARMOUR HITS, +BACKPACK). A SHORT ORDER COOK NEVER TAKES CHEQUES FOR A FAILED COOK ROLL (THOUGH IT MAY PISS OFF THE OTHER KOBOLDS THAT WERE EXPECTING A GOOD MEAL). ANY CHICKEN/BABY/KOBOLD MEAL PREPARED BY HER HEALS +2 HITS WHEN EATEN.



**CUTPURSE™** – MOST KOBOLDS HAVE QUESTIONABLE MORALS, BUT YOU NEVER LEARNED THAT SOME PEOPLE THINK STEALING IS BAD. (WE BLAME THE PAR-ENTS.) AFTER A LONG NIGHT SKULKING IN THE SHADOWS AND STEALING OTHER KOBOLDS' DINNERS, YOUR ROGUISH SKILLS INCREASE, SO YOU TIE AN OLD BANDANA AROUND YOUR FACE OR HEAD. **REQUIRES:** TAKING SOMETHING THAT BELONGED TO ANOTHER KOBOLD AND ANY ONE OF THE FOLLOWING SKILLS: TRAP, HIDE, STEAL, SNEAK OR WIGGLE. **BONUS:** THE CUTPURSE STARTS EACH GAME WITH A BACKPACK AND GETS TO PICK A NEW "ROGUISH" SKILL: TRAP, HIDE, STEAL, SNEAK, OR WIGGLE.

**RULES LAWYER™** – WHEN THE OTHER KOBOLDS WENT OUT TO FIND KOBOLDS OF THE OPPOSITE SEX WITH WHOM TO MATE, YOU SPENT YOUR TIME PLAYING BOARD GAMES WITH OTHER PALE AND PIMPLY KOBOLD VIRGINS THAT STILL LIVE IN A HOLE WITH THEIR PARENTS. WHEN YOU EMERGED FROM THE PIT, YOU WERE CLUTCHING A LITTLE RULEBOOK AND WEARING A GAMER T-SHIRT. **REQUIRES:** THE KOBOLD MUST SPEAK HUMAN AND THE PLAYER MUST HAVE READ THE ENTIRE KAMB! RULEBOOK TWICE. AT LEAST. **BONUS:** RULES LAWYERS GAIN A VICTORY POINT EVERY TIME THEY TATTLE ON ANOTHER PLAYER WHO IS CURRENTLY BREAKING THE RULES, OR SHOULD BE TAKING A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™, BUT AREN'T. RULES LAWYERS™ START EACH GAME WITH A HEAVY T-SHIRT (4 ARMOUR HITS) THAT CAN BE WORN IN ADDITION TO ANY OTHER ARMOUR WORN.

**EVIL APPRENTICE™** – THE ALLURE OF EVIL MAGICK IS STRONG! YOU THROW YOURSELF INTO STUDY (WHICH TO KOBOLDS MEANS TEARING AROUND IN TABRIZ' TRASH BINS LOOKING FOR COOL STUFF). AFTER A SUCCESSFUL GARBAGE PICKING EXPEDITION, YOU THROW ON A ROBE AND A POINTY HAT, AND CALL YOURSELF AN APPRENTICE. **REQUIRES:** THE LACKEY SKILL. **BONUS:** EVIL APPRENTICES CANNOT WEAR ARMOUR, NOT FOR ANY PARTICULAR REASON, BUT BECAUSE THE RULES SAY SO! REPLACE ANY ARMOUR THE KOBOLD HAS WITH ROBES THAT HAVE 1 ARMOUR HIT. WHEN AN EVIL APPRENTICE IS IN THE KOBOLD CAVES, SHE MAY CHOOSE TO "PREPARE" A NEW SPELL BY ROLLING ON THE KOBOLD RANDOM MAGICK SPELL CHART. EVIL APPRENTICES MAY MAKE A 3 DICE EGO ROLL WHENEVER THEY CAST A SPELL. IF THEY SUCCEED, THEY DO NOT TAKE A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™.

**BOOTLICKER™** – INSTEAD OF WORKING ON SOME REALLY USEFUL SKILL, YOUR KOBOLD SPENDS HER WHOLE DAY BROWNNOSING AND TRYING TO GET PEOPLE TO GIVE HER FOOD. ALL THAT SNIVELING AND GROVELING LANDS YOU A JOB AS ONE OF KING TORG'S (ALL HAIL KING TORG!) BOOTLICKERS. YOU GET A SPIFFY TIE WHICH DOUBLES AS A SPIT-SHINER. **REQUIRES:** BEING A YELLOW-BELLIED BROWN-NOSED APPLE-POLISHER. **BONUS:**



BOOTLICKERS CAN "GROVEL" TO AVOID DAMAGE FROM ANY SOURCE (EXCEPT KOBOLD HORRIBLE DEATH™). EACH TIME THAT A BOOTLICKER "GROVELS", SHE GETS A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™. TO USE THIS BONUS, THE PLAYER MUST WHINE AND PLEAD FOR MERCY FROM THE MAYOR.

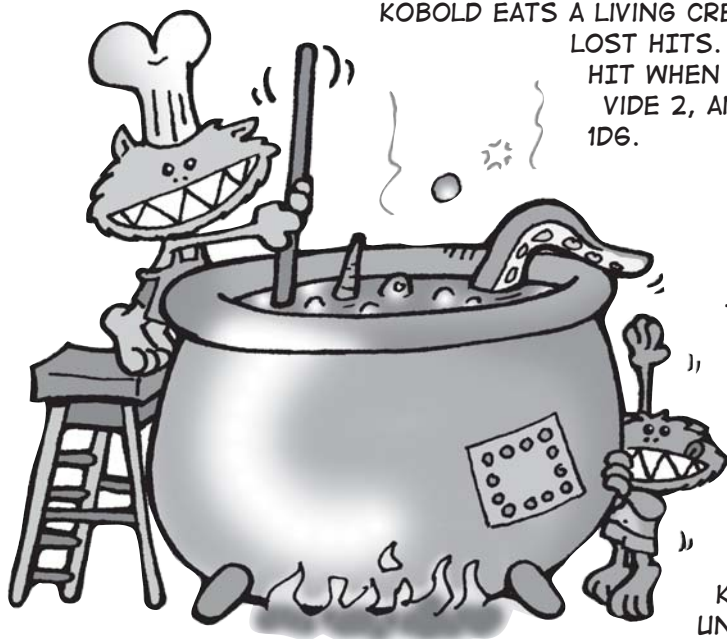


# THE KOBOLD KITCHEN!

**S**OME CREATURES - SUCH AS BABY, KOBOLD, AND CHICKEN - ARE HARD FOR A KOBOLD TO RESIST. THEY TASTE SO GOOD THAT MOST CAN'T HELP BUT EAT THEM EXTREMELY RARE, TARTAR, OR AS THE KOBOLD CHEFS CALL IT - "STILL KICKIN'". IF A KOBOLD CAN SUBDUCE A CRITTER (BY TYING IT UP, WRASSLING IT TO THE GROUND, CATCHING IT ASLEEP, ETC.) HE CAN BEGIN TO EAT IT!

CHEWING DOES 1 DAM PER ACTION SPENT MUNCHING AND IS SURE TO WAKE IT UP! WHEN THE VICTIM BEING MUNCHING ON RUNS OUT OF HITS, IT IS EATEN. BABIES DON'T PUT UP MUCH OF A FIGHT, AND A KOBOLD WHO HAS A BABY CAN EAT IT WHENEVER THE MOOD STRIKES HIM! WHEN A

KOBOLD EATS A LIVING CREATURE, HE RE-GAINS LOST HITS. CHICKENS PROVIDE 1 HIT WHEN EATEN, KOBOLDS PROVIDE 2, AND BABIES PROVIDE 1D6.



THE LIVES OF KOBOLDS REVOLVE AROUND EATING AND YOU SHOULD ENCOURAGE YOUR PLAYERS TO DELVE INTO THE EXCITING WORLD OF GASTRONOMY (THE ONLY SCIENCE THAT KOBOLDS ACTUALLY UNDERSTAND). COOKING ENABLES A KOBOLD TO

PREPARE FOODS WITH BENEFICIAL AND DETRIMENTAL EFFECTS, SUCH AS INCREASING OR DECREASING HITS! COOKING GENERALLY REQUIRES THREE THINGS: A FIRE, SOMETHING TO COOK IN, AND SOME INGREDIENTS. THE FIRST TWO ARE SIMPLE, YOU EITHER HAVE THEM OR YOU DON'T. IF THE CHEF NEEDS TO IMPROVISE SOMETHING TO COOK WITH (LIKE USING A BUCKLER AS A WOK) OR A SOURCE OF HEAT (LIKE THE EXHAUST FROM A SLEEPING DRAGON) THEN THE MAYOR SHOULD INCREASE THE DIFFICULTY OF THE COOK ROLLS BY 1 OR 2 DICE, DEPENDING ON THE EXTENT OF THE IMPROVISATION.

COOKING ENABLES A KOBOLD TO GET MORE OUT OF HIS INGREDIENTS THAN SIMPLE EATING THEM WOULD PROVIDE. EACH INGREDIENT HAS A BASE DIFFICULTY TO PREPARE. BY INCREASING THIS BASE DIFFICULTY BY ONE DIE, THE CHEF CAN OBTAIN AN ADDITIONAL SERVING FROM THE MEAL. FOR EACH ADDITIONAL SERVING DESIRED, THE COOK MUST ADD SOME FILLER TO THE MEAL. COOKING A MEAL GENERALLY TAKES 2 TURNS AND A KOBOLD MAY ONLY CONSUME 1 SERVING PER TURN.

## SAMPLE COOKING INGREDIENT EFFECTS

**CHICKEN** - BASE DIFFICULTY 1 DIE, PROVIDES 1 HIT PER SERVING

**KOBOLD** - BASE DIFFICULTY 2 DICE, PROVIDES 2 HITS PER SERVING

**BABY** - BASE DIFFICULTY 3 DICE, PROVIDES 1D6 HITS PER SERVING

**FILLERS** - POTATOES, WATER, VEGGIES, BREAD, MEAT, MILK, ETC.



# HOUSE RULES!

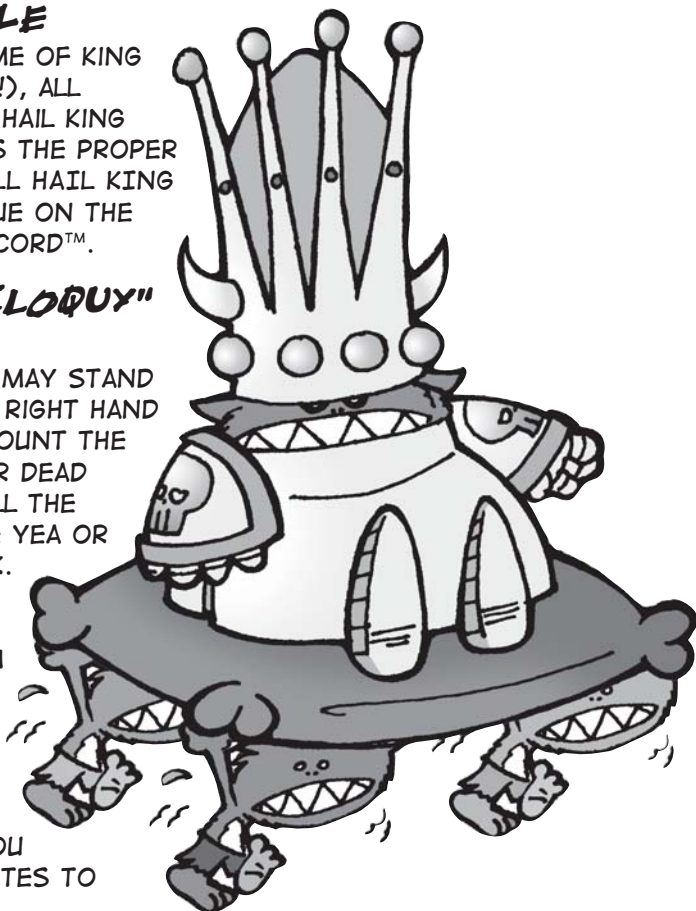
(ALL THE RULES THAT DON'T FIT ANYWHERE ELSE)

## THE "ALL HAIL" RULE

IF ANYONE LITTERS THE NAME OF KING TORG (ALL HAIL KING TORG!), ALL PLAYERS MUST SHOUT, "ALL HAIL KING TORG!" FAILURE TO EXPRESS THE PROPER RESPECT FOR KING TORG (ALL HAIL KING TORG!), RESULTS IN A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™.

## THE "KOBOLD SOLILOQUY" RULE

IF YOUR KOBOLD DIES, YOU MAY STAND UP AT THE TABLE, PUT YOUR RIGHT HAND OVER YOUR HEART, AND RECOUNT THE GREAT DEEDS OF YOUR POOR DEAD KOBOLD. ONCE FINISHED, ALL THE PLAYERS AT THE TABLE VOTE YEA OR NAY ON ALLOWING YOU BACK. IF THE VOTE ENDS UP IN YOUR FAVOUR, ROLL UP A NEW KOBOLD AND BRING HIM INTO THE GAME, KEEPING ALL OF YOUR CURRENT VICTORY POINTS. OTHERWISE YOU'RE OUT OF THE GAME; WHY NOT GO BUY SOME SNACKS WHILE YOU WAIT? THE MAYOR ONLY VOTES TO BREAK TIES.



*THARG IS TORN TO SHREDS BY A COOP FULL OF CHICKENS. HEATHER STANDS UP AT THE TABLE PUTTING HER HAND OVER HIS HEART, "MIGHTY THARG THAT DID SLAY MANY CHICKENS. THAT DID EAT FARMER JOHN'S BABY. THAT DID STEAL ROPE FROM THE BAZAAR AND DID VALIANTLY DIE IN THE CHICKEN COOP BEHIND THE SCREAMING UNICORN. WE WILL MISS YOU!"*

## THE "BABY NEGLIGENCE" RULE

TAKE IT FROM THE PROS: BABIES ARE VERY FRAGILE! IF YOU DON'T BELIEVE US, TRY PLAYING CATCH WITH ONE, AND SEE HOW WELL THE BABY WORKS AFTER IT HITS THE GROUND A FEW TIMES! IF A KOBOLD PERFORMS ANY ACTION THAT WILL JEOPARDISE THE LIFE OF THE BABY, THE MAYOR ROLLS A DIE. ON AN ODD ROLL, THE MAYOR SUBJECTS THE PRECIOUS LITTLE THING TO THE HORRORS OF THE BABY HORRIBLE DEATH CHART (PAGE 38). WHAT KIND OF THINGS WILL CAUSE A BABY TO BUY THE FARM? CASTING SPELLS, PUTTING A BABY IN A BACKPACK, FAILING A SKILL ROLL NEAR A BABY, LOWER MORTGAGE RATES, AND ANYTHING THAT YOUR MOM WOULD YELL AT YOU FOR DOING TO YOUR LITTLE SISTER.

## THE "AND ME BOSS" RULE

IF MORE THAN ONE KOBOLD IS INVOLVED IN AN ACTION THAT PRODUCES VICTORY POINTS, THE KOBOLD THAT INSTIGATED THE ACTION DECIDES HOW THE VP ARE DIVIDED AMONG THE PARTICIPANTS. HE CAN CHOOSE TO DIVIDE THEM IN ANY WAY, EVEN IF HE DECIDES THAT THEY SHOULD ALL BE HIS, MWAHAHA!

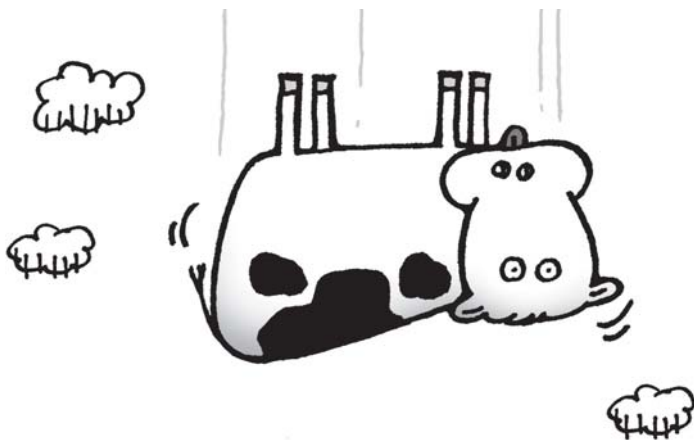


## THE "KOBOLDS ATE MY BABY!" RULE

IF A KOBOLD IS DUMB ENOUGH (AND THEY ARE) TO EAT A BABY WHEN A HUMAN IS PRESENT, THE MAYOR MAY YELL "KOBOLDS ATE MY BABY!" TO ALERT THE COMMUNITY TO THIS OUTRAGE. THIS ALLOWS THE MAYOR TO ROLL 1D6; THE RESULT IS THE NUMBER OF TOWNSFOLK THAT APPEAR. THESE DO-GOODERS CHARGE OVER AND SEEK THE AVENGE THE HORRIBLE EVENT!

## THE "KOBOLD DRINKING SONGS" RULE

IF EVERY LIVING KOBOLD STANDS UP AND SINGS A KOBOLD DRINKING SONG (NOTE: EVERYONE ALIVE MUST SING OR THIS DOESN'T WORK), THEY CAN FORCE THE MAYOR TO RE-ROLL ANY RESULT. WHAT IS A KOBOLD DRINKING SONG YOU ASK - JUST ABOUT ANY DITTY WITH THE WORDS "BEER" AND "KOBOLD" IN IT! THIS ONLY WORKS ONCE PER GAME.



## THE "VOTE FOR ME" RULE

IF NO ONE IS WILLING TO BE THE MAYOR, THEN IT'S ELECTION TIME. EACH PLAYER ROLLS 2 DICE, THE PLAYER WITH THE HIGHEST ROLL HAS JUST BEEN ELECTED MAYOR! HUZZAH FOR RANDOMOCRACY!



## THE "AND SO I GAVE THE BASTARD A CHEQUE" RULE

OCCASIONALLY, A KOBOLD WILL DO SOMETHING SO UTTERLY HEINOUS THAT IT REQUIRES PUNISHMENT FOR THE KOBOLD (AND THE PLAYER). SOMETIMES, YOU GET PLAYERS WHO THINK THAT THEY ARE WAY TOO COOL TO PLAY BY THE RULES, OR WHO JUST PLAIN DON'T WANT TO LISTEN. IN CASES LIKE THIS A MAYOR HAS A FEW OPTIONS. YOU COULD ALWAYS GET A FEW OF YOUR FRIENDS TO CONVINCE HIM TO PLAY ALONG (BUT THAT'S ILLEGAL IN MOST STATES AND SHOULD PROBABLY BE AVOIDED). YOU MIGHT TRY TEASING HIM INTO COOPERATING - MAKING A FEW "YOU'RE TOO COOL" COMMENTS COULD DO THE TRICK. HOWEVER, IF ALL ELSE FAILS (OR JUST BECAUSE HE WANTS TO) THE MAYOR SHOULD FEEL FREE TO GIVE THE "NON-COOPERATIVE" PLAYER A KOBOLD HORRIBLE DEATH CHEQUE™ FOR EACH INFRACTION UNTIL THE SITUATION IMPROVES OR THE KOBOLD IN QUESTION IS ELIMINATED!

**IF YOU ARE NOT PLAYING THE MAYOR STOP  
READING THE BOOK NOW! SHOULD THE MAYOR  
CATCH YOU READING ON, IT IS HER RIGHT,  
MAY DUTY! TO GIVE YOU A CHEQUE ON  
THE KOBOLD HORRIBLE DEATH CHART™.**





# NONE OF YOUR DAMN BUSINESS

UNLESS YOU'RE THE MAYOR (THEN YOU NEED TO READ THIS)!

IT'S GOOD TO BE THE MAYOR! IF YOU'RE READING THIS SECTION YOU ARE EITHER A GLUTTON FOR PUNISHMENT OR YOU HAVE RECENTLY LOST A ROLL AND WERE ELECTED TO BE THE MAYOR. THE MAYOR ACTS AS THE GAME MASTER, SO IT IS HIS RESPONSIBILITY TO SET UP THE GAME, CREATE THE TOWN, RUN THE TOWNSFOLK, AND GENERALLY TRY TO KILL AS MANY KOBOLDS AS POSSIBLE. THIS SECTION DETAILS HOW YOU CAN CREATE A TOWN, ALL OF THE PEOPLE IN IT, AND HOW TO RUN A BEER ENGINE! ROLE-PLAYING GAME. THE FIRST THING THAT YOU NEED TO LEARN IS HOW TO RUN A GAME. GENERALLY, THE SEQUENCE OF EVENTS IS AS FOLLOWS: THE KOBOLDS TELL YOU WHAT THEY WANT TO DO THIS TURN AND THEN YOU DESCRIBE WHAT HAPPENS. SOUNDS EASY, HUH? WHENEVER A KOBOLD WANTS TO PERFORM AN ACTION (THAT IS ANY MOVEMENT, SKILL, OR ACTIVITY) IT IS UP TO THE MAYOR TO DESCRIBE THE EFFECT OF THAT ACTION.

*THE KOBOLDS MOVE ONTO A SECTION OF THE TOWN WHERE A WITCH'S HOVEL STANDS. THE MAYOR SAYS, "YOU SEE A SMALL HUT THAT SMELLS LIKE BOILED CATS AND DEAD FROGS. YUMMY! THE DOOR IS OPEN AND WHITE SMOKE POURS FROM THE DOOR." VOSH, A KOBOLD, SAYS THAT HE WANTS TO WALK OVER TO THE DOOR. THE MAYOR SAYS, "YOU WALK OVER TO THE HOVEL DOOR." PRETTY EASY, HUH? MAKES YOU WONDER WHY PEOPLE THINK THIS IS THE HARD PART.*

## SETTING DIFFICULTY

WHENEVER A KOBOLD WANTS TO PERFORM AN ACTION THAT REQUIRES KNOWLEDGE OF SOME SORT (LIKE PICKING A LOCK OR SCALING A WALL) OR THERE IS A CHANCE OF FAILURE (LIKE CATCHING SOMETHING THROWN AT YOU) - THE MAYOR SHOULD ASK THE KOBOLD TO MAKE A ROLL. THE MAYOR WILL TELL THE KOBOLD WHAT STAT THE KOBOLD WILL ROLL AGAINST AND HOW DIFFICULT AN ACTION IS. THE DIFFICULTY OF THE ACTION DETERMINES HOW MANY DICE THAT THE KOBOLD HAS TO ROLL. THE HARDER THE ACTION, THE MORE DICE ARE ROLLED. TO DETERMINE HOW DIFFICULT THE ACTION IS, REFER TO THE DIFFICULTY CHART. FOR

EVERY ACTION BEYOND THE FIRST THAT A CREATURE WANTS TO DO IN A TURN, ADD A DIE OF DIFFICULTY

TO EACH ACTION ATTEMPTED THAT TURN. FOR MORE INFORMATION ON MULTIPLE ACTIONS, REFER TO THE DO MORE! SECTION ON PAGE 26.

SETTING DIFFICULTY CHART		
BRAINLESS	0	THROWING MUD AT THE GROUND.
SIMPLE	1	THROWING MUD AT A BABY.
EASY	2	THROWING MUD AT A KOBOLD.
AVERAGE	3	THROWING A DART AT A BOARD.
TOUGH	4	HITTING AN ELF WITH A DART.
HARD	5	HITTING A BULLSEYE.
CRAZY	6	HITTING A BULL'S EYE.

EXTRA ACTION +1 DOING THE ABOVE, WHILE EATING.

*VOSH WANTS TO DISARM A TRAP IN THE DIRT MERCHANT'S STALL. THE MAYOR TELLS VOSH THAT THE TRAP IS DIFFICULT (4 DICE) TO REMOVE. VOSH HAS AN EGO OF 7 AND SO HAS TO ROLL 4 DICE AND TRY TO GET UNDER A 7 (GOOD LUCK!).*

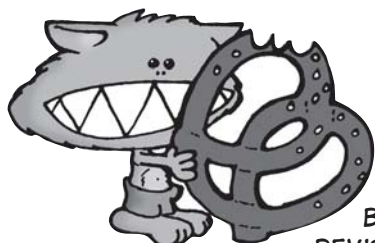


# THE TAO OF BEER AND PRETZELS

WHILE PLAYING KOBOLDS ATE MY BABY! WE ENCOURAGE YOU AND YOUR PLAYERS TO MAKE AS MUCH NOISE AS POSSIBLE, MAKE LITTER AND COMPLETE ASSES OF YOURSELVES IN PUBLIC, AND TO GENERALLY MAKE A GIGANTIC MESS. THESE FEW ENLIGHTENED SPIRITUAL GUIDELINES WILL HELP YOU TRULY ENJOY PLAYING A BEER ENGINE™ GAME.

## THE LAW OF BEER

GAMES ARE LIKE BEER - PROLONGED EXPOSURE TO EITHER WILL DESTROY YOUR LIFE, GIVE YOU A FAT BELLY, AND GENERALLY DESTROY ANY CHANCE YOU HAVE WITH THE OPPOSITE SEX. YOU SHOULD ENJOY PLAYING GAMES - ONCE THEY CEASE BEING FUN AND YOU'RE STILL PLAYING THEM, YOU HAVE A SERIOUS PROBLEM. IF ANYBODY TAKES THIS GAME TOO SERIOUSLY, THEN 9TH LEVEL GIVES YOU PERMISSION TO TAKE THEM DOWN INTO THE STEAM TUNNELS UNDER THE LOCAL UNIVERSITY AND LET THEM GO. REMEMBER TO HAVE FUN WITH THIS THING. THAT'S WHAT GAMES ARE FOR.



## THE LAW OF PRETZELS

PRETZELS ONLY EXIST TO GIVE YOU SOMETHING TO DO WHILE DRINKING BEER, AND RULES ONLY EXIST SO THAT YOU CAN HAVE FUN PLAYING GAMES. EVERYTHING IN THIS BOOK SHOULD BE CHANGED, BENT, ARGUED, PONDERED, EATEN, REGURGITATED, REVISED, REVISED AGAIN, RE-REVISED, CHUCKED OUT THE WINDOW, LAUGHED AT, PUT OUT IN A SUPER DELUXX EDITION, SET ON FIRE, SWALLOWED, AND POOPED OUT. AT THE END OF THE NIGHT, YOU AND YOUR FRIENDS ARE THE ONES PLAYING THE GAME. IF YOU WANT TO CHANGE THE RULES - GO AHEAD! IT'S YOUR GAME; WE ALREADY GOT YOUR MONEY!

## THE LAW OF DICE

IF A KOBOLD WANTS TO DO SOMETHING AND IF THERE IS A CHANCE OF FAILURE - MAKE HIM ROLL! THAT'S WHY THE GODS CREATED THESE LITTLE ODDLY SHAPED PLASTIC BITS CAPABLE OF GENERATING RANDOM NUMBERS. DECIDE WHAT STAT (BRAWN, EGO, EXTRANEIOUS OR REFLEXES) HE NEEDS TO ROLL AGAINST AND HOW MANY DICE THAT HE NEEDS TO ROLL. IF ANYBODY ARGUES WITH YOU OVER YOUR DECISIONS, GIVE THEM A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™!

## THE RANDOM TOWN NAME CHART

- |             |               |
|-------------|---------------|
| 2. BUMBLE   | 8. BUMPKIN    |
| 3. STICKS   | 9. TIMBUK     |
| 4. PDDUNK   | 10. KRACKER   |
| 5. NOWHERE  | 11. HICKS     |
| 6. BOONDOKS | 12. ONE HORSE |
| 7. JABIP    |               |

### MODIFIER

1. "EAST"
2. "WEST"
3. "NORTH"
4. "SOUTH"
5. "-VILLE"
6. "-TOWN"

ROLL 2D6 & 1D6



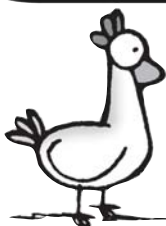
# CREATING THE TOWN!

BEFORE YOU START PLAYING, THE MAYOR NEEDS TO CREATE A TOWN. INCLUDED IN THIS GAME BOOK IS A READY-TO-USE SAMPLE ADVENTURE. AFTER THE KOBOLDS HAVE BEEN DECIMATED (OR THE TOWN LEFT BEREFT OF BABIES) - YOU MAY WANT TO PLAY AGAIN. IF SO, YOU CAN USE THIS SECTION TO HELP GENERATE A NEW TOWN. FIRST, RANDOMLY GENERATE THE NAME FOR YOUR TINY, BACKWARD VILLAGE THAT THE KOBOLDS ARE GOING TO RANSACK. ROLL 2D6 ON THE RANDOM TOWN NAME CHART (PAGE 36) AND 1D6 FOR THE TOWN NAME MODIFIER. YOU COULD GET CREATIVE AND MAKE UP A MAP ON YOUR OWN, OR DOWNLOAD SOME MAPS FROM [WWW.KOBOLDSATEMYBABY.COM](http://WWW.KOBOLDSATEMYBABY.COM). A GREAT GAME MASTER (NOT™) WILL SPEND COUNTLESS HOURS CRAFTING A REALISTIC WORLD FILLED WITH HISTORY AND LIFE...A GREAT MAYOR KNOWS THAT KOBOLDS (MUCH

LIKE PLAYERS) AREN'T GOING TO TAKE THE TIME TO APPRECIATE THEIR HARD WORK, SO HERE ARE SOME CHARTS TO SPEED THINGS ALONG. FOR EACH AREA IN CIVILISATION ROLL ON THE UP TOWN CHART. FOR OUTLYING AREAS, USE THE BURBS CHART. FOR EVERYWHERE ELSE, YOU'LL HAVE TO WAIT FOR EXPANSIONS.

## THE UPTOWN CHART - ROLL 1D6

1. EMPTY LOT/PARK - OLD MEN, RATS, GEESE
2. HOUSE/APARTMENT - MAN/WOMAN, KID(S), BABY
3. SHOP/MARKET - SHOPKEEPER(S), LIVESTOCK
4. INN/BAR - INNKEEPER, DRUNKS, ADVENTURERS
5. BARRACKS/CITY HALL - SOLDIERS, MEN, RED TAPE
6. WIZARD TOWER/TEMPLE - WIZARD, CAT, PRIESTS



## THE BURBS CHART - ROLL 1D6

1. FIELD/COOP - CROPS, COWS, FARMERS (MEN)
2. FARMER'S HOUSE - WOMAN, KID(S), BABY, PETS
3. SMITHY - BLACKSMITH (OR OTHER) AND SUPPLIES
4. BARN - HORSE, COW, CHICKENS, MEN, FLIES
5. MANOR - A BIGGER, NICER FARMHOUSE
6. MAYOR'S HOUSE - GO CRAZY, IT'S YOUR HOUSE!

## THE TOWNSFOLK AND CRITTER MENU

AS THE MAYOR, YOU ARE RESPONSIBLE FOR PLAYING THE PARTS OF THE TOWNSFOLK (INCLUDING THE FAT TASTY BABIES!) AND OTHER CRITTERS THAT THE KOBOLDS ENCOUNTER. THE MAYOR IS ENCOURAGED TO MAKE UP DESCRIPTIONS OF WHAT THE TOWNSFOLK LOOK AND SOUND LIKE. THE MOST COMMON THING THAT KOBOLDS WILL DO TO TOWNSFOLK IS ATTACK THEM OR TRY TO STEAL THEIR BABIES WITHOUT BEING NOTICED. TOWNSFOLK AND CRITTERS DO NOT NEED TO CHEQUE FOR KOBOLD HORRIBLE DEATH™ IF THEY FAIL A SKILL ROLL.

TOWNSFOLK	B	E	E	R	AGL	HITS	SKILL	GEAR	VP
ADVENTURER	15	5	9	7	2	15	DUNGEON	SWORD(3)	5
BABY	1	3	3	3	1	1	-BABY	-	0
BLACKSMITH	18	9	4	7	2	18	BASH	HAMMER(4)	6
DIRT MERCHANT	6	14	17	12	3	6	TRADE	RANDOM(P.17)	2
MAN (FARMER)	10	10	5	8	2	10	LIFT	AXE(2)	2
WOMAN	8	12	7	15	4	8	COOK	SKILLET(3)	3
FARM KIDS	4	6	6	9	3	4	STEAL	ROCKS(1)	1
INNKEEPER	5	9	15	6	2	5	BARD	SWORD(3)	1
OLD VETERAN	6	8	9	4	1	6	COWER	CANE(1)	1
SOLDIER	11	6	6	8	2	11	DUELIST	SPEAR(3)	4
WITCH	5	15	14	5	2	5	LACKEY	SPELL PAGE	5

CRITTER	B	E	E	R	AGL	HITS	SKILL	DAM	VP
BIRD	2	3	9	10	3	2	+FLYING	1	1
BEAR	18	7	5	8	2	18	TRACK	5	6
CAT	2	14	19	13	4	2	LACKEY	1	3
CATTLE	15	2	2	2	1	15	BASH	3	4
CHICKEN	2	5	5	15	4	2	-CHICKEN	1	3
DOG	5	6	7	9	3	5	TRACK	3	2
GIANT RAT	7	9	4	8	2	7	SNEAK	2	1





# DIE! DIE! DIE!

## THE KOBOLD RANDOM HORRIBLE DEATH CHARTS™

IN KOBOLDS ATE MY BABY! SUPER DELUXX EDITION, DEATH IS SWIFT, RUTHLESS, PAINFUL, RIDICULOUS, AND AN EVERYDAY OCCURRENCE. ON THE KOBOLD REFERENCE SHEET™, YOU WILL FIND A LINE OF BOXES MARKED KOBOLD HORRIBLE DEATH RECORD™. THERE ARE A NUMBER OF ACTIONS THAT FORCE KOBOLDS TO TAKE A KOBOLD HORRIBLE DEATH CHEQUE™ (I.E. CHEQUES), SUCH AS:

- EACH TIME A KOBOLD FAILS A SKILL ROLL.
- EACH TIME A KOBOLD USES A DANGEROUS! SKILL.
- FAILURE TO COMPLY WITH CERTAIN HOUSE RULES, SUCH AS THE BABY NEGLIGENCE! RULE.
- THE USE OF SOME MAGICKAL ITEMS, LIKE THE CODEX OF TABRIZ.
- MAYORAL WHIMS, AS A PUNISHMENT FOR INSOLENCE, ETC.
- BEING LINKOBOLDLY, LIKE TRYING DESPERATELY TO AVOID YOUR MUCH DESERVED DEATH OR REBELLING AGAINST THE KING.
- AND SO FORTH.
- AND SO ON.

WHENEVER A KOBOLD ADDS (OR SUBTRACTS) A CHEQUE ON THE KOBOLD HORRIBLE DEATH RECORD™, ROLL 2D6 AND ADD THE TOTAL NUMBER OF CHEQUES. IF THE TOTAL IS GREATER THAN 13, THEN THE MAYOR SELECTS THE MOST APPROPRIATE KOBOLD HORRIBLE DEATH CHART™ (BELOW), AND HAS THE KOBOLD ROLL A DIE\* FOR HER OWN DEMISE! DIE! DIE! DIE! EXPLANATIONS FOR EACH HORRIBLE DEATH CHART CAN BE FOUND ON THE NEXT FEW PAGES (PAGES 39-45).

### KOBOLD HORRIBLE DEATH CHART

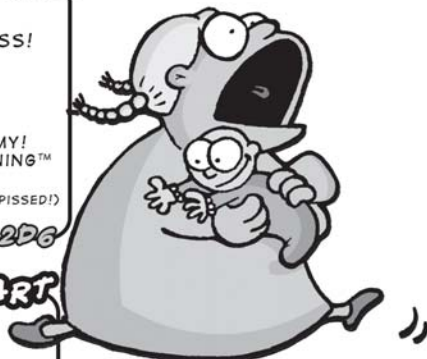
- 2 - BUT, I'M NOT DEAD YET!
- 3 - CLEANLINESS IS NEXT TO DELICIOUSNESS!
- 4 - IT SLICES! IT DICES!
- 5 - THE NINTH LAW OF THERMODYNAMICS!
- 6 - HAIL OF ARROWS!
- 7 - FALLING COW!
- 8 - LIONS, AND WITCHES, AND WARDROBES OH MY!
- 9 - THE BIG RED GOD'S BIG RED BOLT OF LIGHTNING™
- 10 - WHAT DOES THIS BUTTON DO?
- 11 - TABRIZ WANTS HIS BOOK BACK! (AND MAN IS HE PISSED!)
- 12 - MIGHTY KUTHOBOLD APPEARS!

ROLL 2D6

### BABY HORRIBLE DEATH CHART

- 2-KPR!
- 3-GIANTS LIKE BABIES TOO!
- 4-SHE'S SO CUTE!
- 5-SPIRITED AWAY BY AN EVIL WIZARD!
- 6-PHYSICS LESSON!
- 7-THE INEVITABLE HAPPENS
- 8-HE WOULDN'T STOP CRYING!
- 9-VOR COULDN'T TAKE THE SMELL!
- 10-SPONTANEOUS HUMAN COMBUSTION
- 11-WHEN [INSERT ANIMAL NAME HERE]'S ATTACK!
- 12-DAWN AFTER THE NIGHT AFTER THE DAY OF THE DEAD!

ROLL 2D6



### HORRIBLE OUTSIDE DEATH CHART

- 2 - HIT BY A WAGON!
- 3 - HINDENBURG BABY
- 4 - DON'T EAT THE RED BERRIES!
- 5 - PANTS ON FIRE!
- 6 - COOKING ADVICE!
- 7 - EXPLODE INTO CHICKEN FEED!
- 8 - FALL OFF HIGH THING!
- 9 - THE BIG RED GOD'S BIG RED BOLT OF ORTHODOX LIGHTNING™
- 10 - FLAMING METEOR STRIKE!
- 11 - TABRIZ-A-PALOOZA
- 12 - ANGRY MOB

ROLL 2D6

\*DON'T THINK THAT WE DON'T GET THE HORRIBLENESS OF THIS PUN, MAKING A KOBOLD ROLL A DIE, TO SEE HOW THEY DIE. WE GET IT, DIE! DIE! DIE! IT'S JUST REALLY NOT THAT FUNNY, I MEAN, I'M LAUGHING, BUT IS IT WORTH REALLY POINTING IT OUT. STOP LAUGHING, IT'S STILL NOT THAT FUNNY.



# THE KOBOLD HORRIBLE DEATH CHART DEATHS

## 2. BUT, I'M NOT DEAD YET!

EVERYONE AROUND YOU THOUGHT THEY SAW A HORRIBLE DEATH COMING ON... THERE WAS A UNIVERSAL HUSH, ALL EYES WERE DRAWN TO YOU, HECK THEY EVEN DIVVIED UP YOUR STUFF - BUT IT LOOKS LIKE THEY WERE WRONG. BY THE GRACE OF SOME BENEVOLENT GODLING, YOU SOMEHOW ESCAPE DEATH, BUT YOU STILL HAVE ALL THOSE LITTLE NASTY LITTLE CHEQUES!

## 3. CLEANLINESS IS NEXT TO DELICIOUSNESS!

YOU HAVE TAMPERED WITH POWERS BEYOND YOUR MEAGER CAPACITY FOR UNDERSTANDING, AND NOW YOU MUST PAY. IN A MISGUIDED EFFORT TO CLEAR SOME OF THE TANGLES OUT OF YOUR MATTED, RATTY FUR, YOU POUR BABY OIL OVER YOURSELF AND COMB THE MESS OUT. OF COURSE, WE ALL KNOW WHERE KOBOLDS GET BABY OIL FROM, RIGHT? FOR THE REMAINDER OF THE GAME, YOU ACQUIRE -SMELLS LIKE BABY.

*-SMELLS LIKE BABY - ALL KOBOLDS AND CRITTERS WITHIN YOUR SQUARE AND ALL ADJACENT SQUARES INSTANTLY RECOGNISE YOU AS A FOODSTUFF. IF, FOR SOME REASON, A KOBOLD WANTS TO RESIST THE URGE TO DEVOUR YOU IT WILL TAKE A 4 DICE EGO ROLL. ALL -HUNGRY KOBOLDS INSTANTLY FAIL THIS ROLL.*

## 4. IT SLICES! IT DICES!

IT SLICES! IT DICES! IT'S THE DACK AND BLECKER® KOBOLD WRECKER™. A FUNKY LOOKING DOODAD WITH WHIRLING BLADES AND GIZMOS WHIPS BY. YOU CRINGE BUT YOU NEVER FEEL A THING... THAT IS TILL YOU LOOK DOWN AND SEE YOUR (ROLL 1D6 ON THE CHART BELOW) LYING THERE!

1. RIGHT EAR - TAKE 1 DAM
2. LEFT FOOT - TAKE 3 DAM, -1 MOVE, AND THE KOBOLD AND PLAYER MUST LIMP AROUND WHEN MOVING
3. RIGHT HAND - TAKE 3 DAM, -2 REFLEXES, AND THE KOBOLD AND PLAYER MAY NO LONGER USE THEIR RIGHT HAND
4. LEFT ARM - TAKE 5 DAM, -4 REFLEXES, AND THE KOBOLD AND PLAYER MAY NO LONGER USE THEIR LEFT ARM
5. RIGHT LEG - TAKE 5 DAM, -2 MOVE, AND THE KOBOLD AND PLAYER MUST HOP AROUND WHEN MOVING
6. HEAD - KOBOLD IS DEAD, THOUGH HE WON'T REALISE THAT FOR A FEW MINUTES

## 5. THE NINTH LAW OF THERMODYNAMICS!

IT'S A LITTLE KNOWN FACT, BUT KOBOLDS ACTUALLY HAVE MUCH MORE CHAOS STUFFED INTO THEIR BODIES THAN ANY OTHER 'INTELLIGENT' RACE. SOMETIMES, DUE TO DISCORD IN THE DELICATE MYSTICAL BALANCE WHICH WEAVES ALL LIFE TOGETHER, OR A BAD CASE OF INDIGESTION, A KOBOLD ACTUALLY COLLAPSES IN UPON ITSELF RELEASING A TREMENDOUS AMOUNT OF ENERGY IN A BLINDING FLASH OF LIGHT. IT HAS BEEN THEORISED (BY CERTAIN EVIL WIZARDS INVOLVED IN THIS KIND OF RESEARCH) THAT A MASSIVELY DESTRUCTIVE WEAPON COULD BE MADE BY PURPOSELY IMPLODING KOBOLDS INSIDE SEALED CONTAINERS BUT THEY ARE MOSTLY LAUGHED AT. YOU AND EVERYTHING THAT YOU ARE CURRENTLY TOUCHING ARE TURNED INTO PARTICLES OF LIGHT.

## 6. HAIL OF ARROWS!

NO ONE CAN EXPLAIN IT BUT EVERY KOBOLD KNOWS THAT, FROM TIME TO TIME, ARROWS SIMPLY RAIN FROM THE SKY. IT COULD BE ARCHERS, TRAPS, EVIL MON-KEYS, OR PUNK CENTAUR TEENAGERS, BUT YOU'LL NEVER KNOW. IN THE BLINK OF AN EYE, YOU AND EVERYTHING IN THE SQUARE WITH YOU ARE TURNED INTO PINCUSHIONS TAKING 2D6 DAM. ALL BYSTANDERS, THOSE IN ADJACENT SQUARES, TAKE 1 DAM FROM STRAY SHOTS.



## **7. FALLING COW!**

IT GETS DARK ALL OF A SUDDEN. YOU LOOK UP JUST IN TIME TO SEE A COW FALLING FROM THE SKY DIRECTLY ABOVE YOU. YOU WILL NEVER REALLY KNOW WHERE THAT COW CAME FROM, BUT YOU HAVE A FEW LEADING SUSPECTS... AS YOU STAND THERE PONDERING WHO WOULD DO SUCH A THING YOU DIE A QUICK BUT AMAZINGLY PAINLESS DEATH AS YOU ARE CRUSHED UNDER THE WEIGHT OF THE MASSIVE BOVINE. YOU, THE COW, AND ALL YOUR POSSESSIONS ARE CRUSHED INTO A MOSTLY NON-DAIRY PASTE.

## **8. LIONS, AND WITCHES, AND WARDROBES - OH MY!**

AFTER BEING CAUGHT OFF-GUARD BY THE ON RUSH OF A KOBOLD HORRIBLE DEATH™, YOU MISTAKENLY FALL DOWN A RABBIT HOLE WHICH DEPOSITS YOU IN A FIELD WHERE YOU ARE SUCKED UP A TWISTER AND EJECTED INTO THE SKY WHICH IS UNFORTUNATELY FALLING. YOU BARREL HEAD FIRST INTO THE GROUND WHERE A WARDROBE DROPS ON YOU, KNOCKING YOU UNCONSCIOUS. A WITCH, A TIN WOODSMAN, AND THE QUEEN OF SPADES JUMP OUT AND ROUGH YOU UP UNTIL YOU AWAKE. THE WITCH TAKES YOUR RUBY SLIPPERS AND THE WOODSMAN SHOVS YOUR HEAD THROUGH THE ONE RING THEN DANGLES YOU LIKE A PINATA WHILE A MISUNDERSTOOD DEATH KNIGHT UNCEREMONIOUSLY POKES AT YOU WITH A DRAGON'S LANCE™ TILL YOU ONCE AGAIN FALL TO THE GROUND WHERE YOU ARE EATEN BY A LION, AND THEN CRUSHED BY AN ENORMOUS GOLDEN EGG. YOU DIE IN A HORRIBLY MISUNDERSTOOD MIXED METAPHOR.

## **9. THE BIG RED GOD'S BIG RED BOLT OF LIGHTNING™**

YOU SHOULD HAVE LISTENED TO YOUR MOTHER. SHE TRIED TO WARN YOU. VOR IS AN ANGRY GOD WHO DOES NOT TAKE INDISCRETIONS LIGHTLY. YOU TRY YOUR BEST TO KEEP ALL 23 OF VOR'S COMMANDMENTS BUT YOU ALWAYS SLIP UP ON NUMBER 13 WHICH IS EITHER "THOU SHALT NOT BELCH THE NAME OF VOR, NOR SHALT THOU SINGETH IT IN A STUPID RHYMING DITTY" OR SOMETHING ABOUT "PLACES ONE SHALT NOT INSERT FRIED CHICKEN". THE GROUND SHAKES AND A HUGE RED BOLT OF LIGHTNING HURTLES FROM THE SKY DIRECTLY INTO YOUR FOREHEAD, TRANSFORMING YOU AND YOUR POSSESSIONS INTO A TINY PILE OF CHALKY, ORANGE ASH.

## **10. WHAT DOES THIS BUTTON DO?**

CURIOSITY, THAT OLD CAT KILLER, COMES A-KNOCKING AND GUESS WHO'S THERE TO ANSWER THE CALL! IT NEVER EVEN CROSSES YOUR MIND TO THINK WHY THERE WAS A SHINY RED BUTTON HERE IN THE MIDDLE OF NOWHERE. QUITE HONESTLY, THE OPTION OF "NOT PUSHING IT" NEVER OCCURS TO YOU. THE GROUND OPENS UP BENEATH YOUR FEET AND YOU ARE SUCKED INTO A HOLE WHERE YOU FALL, AND FALL, AND FALL... AND THEN FALL SOME MORE. AFTER A FEW HOURS OF THIS YOU BEGIN TO THINK THAT THIS MAY BE ONE OF THOSE "BOTTOMLESS PITS" YOU HAVE HEARD SO MUCH ABOUT. THAT BEING SETTLED YOU SPEND THE NEXT FEW DAYS TRYING TO FIGURE OUT JUST HOW LONG IT WILL TAKE TO REACH THE BOTTOM.

## **11. TABRIZ WANTS HIS BOOK BACK!**

KOBOLDS KNOW OF FEW THINGS ANGRIER THAN AN EVIL ARCH-WARLOCK WHO'S HAD ONE OF HIS MAGICKAL BOOKS STOLEN.\* AT FIRST, YOU CAN'T BELIEVE HE THINKS YOU HAVE HIS BOOK.... THEN YOU REMEMBER THE DAY YOU SPENT WORKING IN HIS JUNK ROOM AND WERE STRICKEN WITH A BOUT OF VIOLENT DIARRHEA. YOU (OBVIOUSLY) DON'T HAVE THE BOOK ANYMORE BUT SURE DON'T THINK HE'LL BE HAPPY AFTER HE FINDS OUT WHAT YOU DID WITH IT. TABRIZ IS COMING AFTER YOU, AND ALL THE OTHER KOBOLDS FOR THAT MATTER. HE WILL ENDEAVOR TO SLAY ALL OF THE KOBOLDS, BUT IS GOING TO START WITH YOU!

\* - ONE IS A HYDRA WITH MIGRAINES, ANOTHER IS A GAMER WHO BOUGHT THIS BOOK BUT THINKS THAT KOBOLDS ARE LITTLE SORCEROUS DRAGON-PEOPLE, AND OF COURSE THERE IS VOR, THE BIG RED GOD.



TABRIZ: B:5 E:18 E:13 R:6 / AGL:2 / FIST 1 DAM / LACKEY LACKEY [HE CAN CAST TWO SPELLS EVERY TURN. HE IS WEARING INVINCIBLE ROBES OF EVIL (666 ARMOUR HITS). UNBEKNOWNST TO TABRIZ, ONE OF HIS ANCESTORS MAY HAVE BEEN A KOBOLD AND SO, LIKE ALL KOBOLDS, WHEN HE USES ANY MAGICKAL SPELL THERE IS A CHANCE OF KOBOLD HORRIBLE DEATH™. EVERY TURN IN WHICH TABRIZ CASTS A SPELL, ADD A CHEQUE TO HIS KOBOLD HORRIBLE DEATH RECORD™ THEN CHEQUE FOR KOBOLD HORRIBLE DEATH™! ]

## **12. MIGHTY KUTHOBOLD APPEARS!**

FROM OUT OF A SHADOW; BE IT - A DARK CORNER, BENEATH A ROCK, OR THE BOTTOM OF THE UNDERWEAR DRAWER - TWO MASSIVE TENTACLES TEAR INTO YOUR WORLD DECIMATING EVERYTHING THEY TOUCH. THESE ARE THE VILE APPENDAGES OF THE ANCIENT EVIL ELDER GOD KUTHOBOLD WHO'S ATTEMPTING TO RIP A HOLE LARGE ENOUGH TO ENTER THIS WORLD. THIS ISN'T HIS LUCKY DAY BUT HE ISN'T GOING TO GIVE UP WITHOUT A FIGHT! THE TENTACLES REMAIN IN THE SQUARE FOR 3 TURNS AND WILL ATTACK ANYTHING THAT MOVES THROUGH THIS OR ADJACENT SQUARES, STARTING WITH THE KOBOLD WHO CAUSED THIS.

*TENTACLE X DAM (X BEING THE RESULT OF ROLLING EVERY DIE CURRENTLY ON THE TABLE)*

## **THE BABY HORRIBLE DEATH CHART DEATHS**

### **2. KPR! (KOBOLD PULMONARY RESUSCITATION)**

HEY LOOK... THE BABY STOPPED BREATHING. THE LITTLE BUGGER MUST BE PRACTICING HOLDING HIS BREATH. ISN'T THAT CUTE! OH LOOK HE CHANGES COLOURS TOO! AAAAAAH HE'S CHOKING... WHAT DO YOU DO... WHAT DO YOU DO!?! MAKE A 3 DICE EGO ROLL TO KEEP YOUR COOL AND ADMINISTER KPR. IF YOU FAIL THE ROLL, THE BABY TAKES 1 DAM AND YOU CAN TRY THE ROLL AGAIN, INCREASE THE DIFFICULTY BY 1 DIE BECAUSE YOU ARE REALLY SWEATING NOW. CONTINUE THIS PROCESS TILL THE BABY IS SAVED OR RUNS OUT OF HITS. ALSO, IF YOU ARE - HUNGRY, MAKE A 5 DICE EGO ROLL, TO KEEP FROM EATING THE TASTY TOT.

### **3. GIANTS LIKE BABIES TOO!**

IT'S NOT OFTEN YOU RUN INTO A GIANT... THEM BEING SO BIG AND ALL. HOWEVER YOUR MOMMA ALWAYS SAID YOU WEREN'T THE SHARPEST CLAW IN THE PAW AND YOU ARE A LITTLE DISTRACTED BY THIS BABY YOU LUCKED INTO - AND RUN INTO A GIANT YOU DO. AS YOU ARE GATHERING YOUR BELONGINGS, AN ENORMOUS HAND PLUCKS THE BABY FROM THE GROUND. YOU'RE JUST ABOUT TO START SCREAMING AT HIM WHEN YOU REALISE THAT GIANTS ARE ENORMOUS, RIDICULOUSLY STRONG AND THAT THIS MIGHT NOT BE THE BEST COURSE OF ACTION. PRAYING THAT VOR ISN'T LOOKING, YOU DECIDE TO FOSTER GOOD GIANT-KOBOLD RELATIONS AND LET THE GIANT KEEP THE BABY. THE BABY IS CARRIED OFF AND YOU CAN'T DO ANYTHING NEXT TURN DUE TO THE MASSIVE SHOCK OF REALIZING YOUR OWN MORTALITY. BEING THE DIMWIT THAT YOU ARE, YOU'RE SURE TO FORGET ALL ABOUT IT IN A FEW MINUTES.

### **4. SHE'S SO CUTE!**

THERE YOU ARE CARRYING THIS TASTY LITTLE BABY IN SWADDLING CLOTHES. YOU PULL BACK THE CLOTH AND SEE THE MOST ADORABLE ANGELIC FACE GRINNING UP AT YOU. THEN YOUR MOUTH STARTS TO WATER. YOU ARE JUST ABOUT TO STICK HER ENTIRE HEAD INTO YOUR MOUTH WHEN IT SAYS, "DA-DA." IT'S ENOUGH TO MELT EVEN TABRIZ' EVIL HEART. YOU LET HER GO - THERE ARE SURE TO BE SOME UGLY BABIES AROUND. UNFORTUNATELY, AS SHE STARTS TO WANDER OFF SHE IS STRUCK DEAD BY A DRUNKEN WAGONEER. MAKE A 2 DICE REFLEXES ROLL TO DIVE OUT OF THE WAY OR YOU GET HIT FOR 2D6 DAM AS WELL.

### **5. SPIRITED AWAY BY AN EVIL WIZARD!**

WORKING FOR TABRIZ HAS VERY FEW HIGH POINTS AND A GREAT MANY LOW ONES. ONE OF THE LOWEST IS GETTING TO BE THE TARGET OF SPELLS THAT HE LOST THE INSTRUCTIONS TO. HE HAS THE GENERAL IDEA HOW TO CAST THEM,



JUST NOT WHAT'S GOING TO HAPPEN AFTER HE'S DONE. AT FIRST YOU THOUGHT YOU GOT OFF LUCKY WHEN HE HIT YOU WITH "BAGDBIE'S SNACK SWIPING HAND" BUT NOW YOU'RE REGRETTING IT. ANYWAY, YOU WERE JUST INNOCENTLY STEALING THIS BABY (WITH THE INTENT OF MAKING A STEW) WHEN POOF! TABRIZ APPEARS IN A FLASH OF LIGHT WHILE THE BABY IS MYSTICALLY RIPPED FROM YOUR PAWS AND DELIVERED TO THE CACKLING WARLOCK. BOTH THE BABY AND TABRIZ DISAPPEAR IN ANOTHER FLASH.

## **6. PHYSICS LESSON!**

IT'S A LITTLE KNOWN FACT, BUT IF YOU STOP HOLDING A BABY IT WILL MOVE (RATHER SWIFTLY) TOWARD THE GROUND. IN FACT, DUE TO THEIR DENSITY AND LACK OF WIND RESISTANCE, THEY WILL MOVE TOWARDS THE GROUND AT A VERY HIGH AND PREDICTABLE SPEED. UNFORTUNATELY, GROUND IS EVEN DENSER THAN BABY SO WHEN THEY COME INTO CONTACT THE KINETIC ENERGY THE BABY HAS AMASSED WHILE ROCKETING TOWARDS THE GROUND HAS TO GO SOMEWHERE... THE BABY TAKES 9.8 DAM PER SECOND<sup>2</sup> AND LETS JUST SAY FOR SIMPLICITY'S SAKE THAT IT TAKES 2 SECONDS TO HIT THE GROUND.\*

*\* - FOR THOSE WHO NEVER WANTED TO LEARN MATH,  $2^2=4$ . IF THIS DOESN'T HELP JUST SAY THE BABY TOOK A LOT OF DAM, EXPLODED INTO A PILE OF GOO, AND GET ON WITH THE GAME.*

## **7. THE INEVITABLE HAPPENS**

YOU ARE A KOBOLD... YOU ARE CARRYING A BABY... ANYONE WHO DOESN'T KNOW WHERE THIS IS GOING SHOULD RE-READ THE TITLE OF THIS GAME. YOU DEVOUR THE SCRUM-DITTLEY-UPTIOUS BABY IN TWO CHOMPS AND ATTAIN A RARE MOMENT OF BLISS... REGAIN UP TO 1D6 HITS IF YOU HAVE TAKEN ANY DAM.

## **8. HE WOULDN'T STOP CRYING!**

THE KOBOLD CAVES HAVE A LOT OF BAD THINGS GOING FOR THEM; THEY'RE DAMP, STINKY, ECO-UNFRIENDLY, BUT IN SPIKE OF IT ALL THEY ARE ALWAYS QUIET. NEARLY ANYTHING THAT LIVES IN CAVES SPENDS MOST OF ITS TIME "LURKING" OR "PROWLING" OR "HAVING A QUIET CONTEST." THESE ARE VERY LOW-VOLUME ACTIVITIES. THE LOUD WAIL THAT THIS SACK OF BABY FAT IS EMITTING IS CAUSING YOUR EARS TO BLEED. EVERYTHING IN THE SQUARE WITH THE BABY TAKES 1D6 SONIC DAM, EVERYTHING IN AN ADJACENT SQUARE TAKES 1 DAM FROM THE ECHOING SOUND. YOU LEAVE THE BABY ON THE STEPS OF KATTY LEASH, INC. (MAKERS OF FINE HANDBAGS AND ATHLETIC SHOES), WHO ARE ALWAYS LOOKING FOR ENERGETIC YOUNG HELP.

## **9. VOR COULDN'T TAKE THE SMELL!**

HAVING KOBOLDS AS YOUR FOLLOWERS MEANS YOU HAVE TO PUT UP WITH A LOT: LOUD YIPPING NOISES, STUPIDITY ON A SCALE UNLIKE ANYTHING THE WORLD HAS EVER KNOWN, AND A PLETHORA OF FOUL ODORS. THE CONCOCTIONS THAT THEY COME UP WITH AND SHOVE IN THEIR MOUTHS IS ENOUGH TO MAKE MANOREXIA (THE GOD OF VILE TASTING NUTRITIONAL SUPPLEMENTS) LOSE HIS LUNCH. PLUS, THEY LIVE IN A CAVE FOR VOR'S SAKE AND WHILE BIG RED DOESN'T WANT TO SPEND MORE TIME THERE THAN NECESSARY, HE HAS EXPERIENCED THE INTOXICATING AROMA OF WORM REFUSE, DUNG BEETLE DUNG, AND OTHER ODORS THAT HAVE BEEN KNOWN TO KILL MORTAL MEN. HOWEVER, THE STENCH OF THIS BABY IS WORSE THAN ALL OF THAT STUFFED INTO AN ORC CARCASS AND LEFT ROTTING IN THE SUN FOR TWO WEEKS. HE JUST COULDN'T TAKE ANOTHER MINUTE OF THE SMELL AND SENDS DOWN AN EXCEPTIONALLY MERCIFUL BOLT OF ANGRY RED LIGHTNING™; ELIMINATING THE SMELL, THE BABY, AND EVERYTHING ELSE IN THE SQUARE WITH IT.

## **10. SPONTANEOUS HUMAN COMBUSTION**

EVERYONE IS FAMILIAR WITH THE URBAN LEGEND, HUMANS JUST BURSTING INTO FLAMES. YOU EVEN HAVE A COUSIN WHO KNOWS SOMEONE WHO HAS A FRIEND



WHO SAW IT HAPPEN! BUT YOU WERE NEVER REALLY A BELIEVER UNTIL TODAY. THE BABY WAS SMILING UP AT YOU, GOT A FUNNY LOOK IN ITS EYES AND THEN BANG! IT BLEW UP! RIGHT IN YOUR PAWS... YOUR PAWS! YOU LOOK DOWN AND REALISE YOU ONLY HAVE 1D6+1 FINGERS LEFT, SUBTRACT THAT NUMBER FROM 10 TO DETERMINE HOW MUCH DAM YOU TAKE. REDUCE YOUR REFLEXES BY 2 AND AS LONG AS YOU ARE PLAYING THIS KOBOLD, YOU (THE PLAYER) ARE RESTRICTED TO USING THE SAME NUMBER OF FINGERS THAT YOUR KOBOLD HAS LEFT.

### **11. WHEN [INSERT ANIMAL NAME HERE]S ATTACK!**

BEFORE READING THIS DEATH ALOUD - THE MAYOR SHOULD SELECT SOME VICIOUS ANIMAL FROM THE CRITTER MENU IN THIS MANUAL, OR FROM ANOTHER KOBOLDS ATE MY BABY!<sup>TM</sup> RESOURCE.\* THEN CONTINUE:

A VICIOUS HERD OF [INSERT ANIMAL NAME HERE]S COME POURING OUT OF THE NEARBY WILDERNESS. GENERALLY [INSERT ANIMAL NAME HERE]S DON'T JUST ATTACK INNOCENT BYSTANDERS LIKE THIS, UNLESS THEY ARE THREATENING THE HERDS FOOD SUPPLY. SINCE MOST ANIMALS SEE KOBOLDS AS MORE OF A FOODSTUFF THAN AN INTELLIGENT CREATURE, THESE ANIMALS HAVE DECIDED TO SAVE THEIR KOBOLD SNACK FROM THE NASTY BABY. 1D6+3 ENRAGED OF [INSERT ANIMAL NAME HERE]S ATTACK! SINCE DEFENDING THEIR TERRITORY IS SUCH ROUGH WORK, THEY DECIDE TO RE-ENERGISE WITH A LIGHT KOBOLD SNACK AFTER THE BABY IS DEFEATED.

*\* - YES, THE IDEA OF KOBOLDS REQUIRING OR EVEN UNDERSTANDING THE CONCEPT OF RESOURCES MAKES US LAUGH TOO, BUT ANYTHING'S POSSIBLE.*

### **12. DAWN AFTER THE NIGHT AFTER THE DAY OF THE DEAD!**

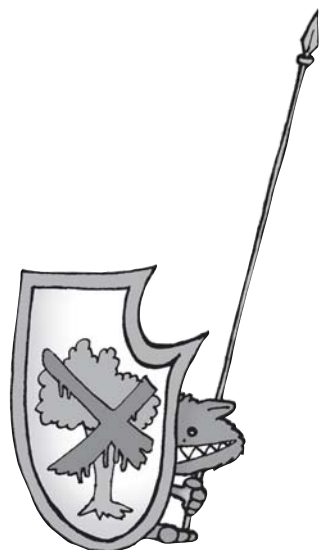
EASY IS BAD... SWIPING THIS BABY HAD BEEN A CINCH AND EVER SINCE YOU LAID YOUR GRUBBY LITTLE PAWS ON HER YOU KNEW SOMETHING BAD WAS GOING TO HAPPEN. THE BAD NEWS IS THAT A HORDE OF FLESH-EATING ZOMBIES IS BURSTING THROUGH THE GROUND BENT ON DEVOURING YOU, THE BABY, AND EVERYONE ELSE. THE GOOD NEWS IS THAT FOR ONCE IN YOUR LIFE YOU WERE RIGHT! 4 RAVENOUS ZOMBIES APPEAR, IF YOU DROP THE BABY IT WILL DISTRACT THEM ENOUGH TO LET YOU MOVE AGAIN.

*ZOMBIE B:12 E:2 E:2 R:1 / AGL:1 / WEAPON BITE 3 DAM / +UNDEAD / VP:12  
+UNDEAD - TAKE 1D6 DAM FROM A SPLASH OF HOLY WATER OR FIRE, ALL OTHER  
ATTACKS HAVE THEIR DAM REDUCED TO 1.*

## **THE OUTSIDE HORRIBLE DEATH CHART DEATHS**

### **2. HIT BY A WAGON!**

SOMEONE ALWAYS TOLD YOU TO LOOK BOTH WAYS BEFORE CROSSING THE STREET. BUT, GROWING UP IN THE CAVES THERE WERE NO STREETS! IT MUST HAVE BEEN CRAZY UNCLE BLATZ... GUESS HE WASN'T SO CRAZY AFTER ALL. IT ALMOST MAKES YOU FEEL BAD (IT WAS YOU WHO CONVINCED YOUR FAMILY THAT EATING HIM WOULD BE EASIER THAN LISTENING TO HIS MAD RAVINGS). AH WELL. AS YOU ARE STUCK TRYING TO FIGURE OUT YOUR LEFT FROM YOUR RIGHT A DRUNKEN TEAMSTER RACES BY IN A WAGON FLATTENING YOUR LEFT (OR IS IT RIGHT?) FOOT BEFORE CAREENING INTO A NEARBY TREE. IF YOU HAD BEEN A FEW STEPS FARTHER OUT YOU'D BE DEAD FOR SURE! TAKE 2 DAM AND FOR THE REST OF THE GAME BOTH KOBOLD AND PLAYER MUST LIMP WHEN WALKING. AND REMEMBER, PLEASE, DON'T DRINK AND DRIVE!





### 3. HINDENBURG BABY

WHAT LUCK! YOU'RE JUST STANDING THERE WHEN, BONK!, SOMETHING SOFT AND HEAVY LANDS ON YOUR HEAD. YOU QUICKLY GRAB AT IT AND DISCOVER IT'S A TINY BABY! YOU'RE SO ELATED AT YOUR GOOD LUCK THAT YOU NEARLY MISS THE LOUD BOOMS AND SCREAMING COMING FROM ABOVE YOU. LOOKING UP, YOU SEE A GNOMISH FLYING CONTRAPTION BURST INTO FLAMES AND PLUMMET TOWARDS YOU! MAKE A 4 DICE REFLEXES ROLL TO VACATE THE SQUARE BEFORE IT HITS THE GROUND. ANYONE REMAINING IN THE SQUARE WILL TAKE 2D6 CRUSHING DAM FROM FALLING DEBRIS, 2D6 FIRE DAM FROM THE EXPLOSIONS AND 2D6 OTHER DAM JUST BECAUSE!

### 4. DON'T EAT THE RED BERRIES!

ALL THIS RUNNING AROUND HAS MADE YOU AWFULLY HUNGRY AND WHAT'S THE HARM IN EATING A FEW LITTLE BERRIES. THEY LOOK SO TASTY AND IF VOR DIDN'T WANT YOU TO EAT THEM THEN HE WOULDN'T MAKE THEM SO SHINY AND BRIGHT. IT'S ABOUT THE TIME YOUR STOMACH STARTS RUMBLING THAT YOU REMEMBER THAT VOR DOESN'T MAKE BERRIES. COME TO THINK OF IT... (ROLL 1D6)

1. YOU FEEL GREAT! IF YOU HAVE TAKEN ANY DAM REGAIN UP TO 3 LOST HITS
2. YOU'RE BLUE!
3. YOUR TONGUE IS SWELLING! IT'S SO LARGE THAT IT BARELY FITS IN YOUR MOUTH. BOTH THE KOBOLD AND PLAYER MUST TALK LIKE THEY HAVE A MOUTH FULL OF COTTON FOR THE REMAINDER OF THIS KOBOLD'S MISERABLE LIFE
4. YOU HAVE A TERRIBLE HEADACHE! TAKE 3 DAM AND REDUCE YOUR EGO BY 3
5. YOU CAN'T SEE! NEITHER THE KOBOLD NOR PLAYER CAN OPEN THEIR EYES FOR THE REMAINDER OF THIS KOBOLD'S MISERABLE LIFE
6. YOU CAN'T SEEM TO STOP THE BLOOD FROM FLOWING OUT OF YOUR EARS! TAKE 2 DAM PER TURN

### 5. PANTS ON FIRE!

YOU GET A LITTLE TOO CLOSE TO THE [SOME SEMI-LOGICAL SOURCE OF HEAT], AND YOUR PANTS (OR YOUR LEG-FUR IF NAKED) CATCH ON FIRE. YOU TAKE 1D6 DAMAGE EACH TURN UNTIL ROASTED GOLDEN BROWN OR YOU FIND A WELL, BASIN, LAKE, OR OTHER BODY OF WATER TO SUBMERGE YOURSELF IN - WE SURE HOPE YOU CAN SWIM!

### 6. COOKING ADVICE!

YOU FEEL A PRICK IN THE SIDE OF YOUR NECK AND THEN THE WORLD GOES BLACK. YOU AWAKE TO FIND YOURSELF IN A LARGE BLACK CAULDRON BOUND HAND AND FOOT. YOU MUST HAVE BEEN SIMMERING FOR A WHILE BECAUSE BOY-HOWDY DO YOU SMELL GOOD ENOUGH TO EAT! UNFORTUNATELY, THESE AMATEUR CHEFS HAVE THE SEASONINGS ALL WRONG. YOU WORK A FEW OF THE MORE OFFENDING SPICES OUT OF THE POT AND START BARKING ORDERS. "A HANDFUL OF ROSEMARY AND A PINCH OF THYME, STAT!" AFTERWARD, YOU ARE SATISFIED WITH THE SMELL. WOW, ARE YOU GOING TO TASTE GREAT! YOU DROWN TRYING TO WORK PART OF YOU INTO YOUR MOUTH.

### 7. EXPLODE INTO CHICKEN FEED!

RARELY SEEN IN THIS MODERN WORLD, THE FORCES OF BAD KARMA JOINS FORCES WITH OVERWHELMING IRONY TO TRANSMUTE YOU INTO A LARGE PILE OF CHICKEN FEED. THE KOBOLD AND ALL OF HIS ITEMS ARE DESTROYED AND A CHICKEN RUNS IN FROM BEHIND A TREE TO FEAST ON YOUR REMAINS. YOUR FELLOW KOBOLDS MIGHT BE TOO SHOCKED TO NOTICE BUT THE CHICKEN IS WEARING A MASK AND SMOKING A CIGAR... IT MUST BE CLUCKY - THE DARK ROOK, SWORN DEFENDER OF THE TOWN, AND BANE OF ALL KOBOLDS! ARMED WITH ONLY HIS FINELY HONED CLAWS AND A HANDY UTILITY BELT, HE CLUCKS INTO ACTION!

CLUCKY: B:4 E:4 E:4 R:15 / AGL:5 / BEAK 1 DAM, EGG 2 DAM +THROW / ATHLETE  
[CLUCKY WILL ATTEMPT TO KILL ALL THE KOBOLDS, ONE AT A TIME, STARTING WITH ANY THAT HAVE HARMED CHICKENS THEN PROCEEDING AS THE MAYOR SEES FIT.]



### **8. FALL OFF HIGH THING!**

FOR SOME REASON YOU SCAMPERED UP TO THE TIPPY-TOP OF A TREE, STEEPLE, FENCE OR OTHER NEARBY HIGH THING. UNFORTUNATELY, AFTER YOU MADE IT UP THERE YOU FORGET WHY YOU CLIMBED ALL THIS WAY, LOSE YOUR BALANCE (SINCE KOBOLDS CAN'T CHEW GUM AND WALK AT THE SAME TIME, DO YOU THINK THAT THEY CAN CLIMB AND THINK AT THE SAME TIME), AND NOW FIND YOURSELF PLUMMETING TO THE GROUND. PLEASE REFER TO THE BABY HORRIBLE DEATH CHART #6 BUT THIS TIME LETS SAY YOU'RE FALLING FOR 3 SECONDS! HUZZAH! SCIENCE WINS AGAIN!

### **9. THE BIG RED GOD'S BIG RED BOLT OF ORTHODOX LIGHTNING™**

ASIDE FROM HIS 23 COMMANDMENTS, ORTHODOX FOLLOWERS OF VOR ALSO FOLLOW STRICT DIETARY LAWS: DON'T EAT THE MEAT OF THE FESTERING DEAD, DON'T MIX MILK WITH SUSHI, NEVER SERVE RED MEAT WITH A SWEET WHITE WINE, AND SO ON AND SO ON. REFORMED FOLLOW-VORS HAVE ABANDONED THESE DIETARY REGULATIONS. YOU ALWAYS MEANT TO CONVERT BUT NEVER GOT AROUND TO IT. THOUGH SLOD SWORE THERE WAS NO CARAMEL IN THE HIP-POGRIFF SURPRISE, YOU KNEW YOU TASTED SOMETHING SWEET! YOU START SALIVATING AS YOU REMEMBER YOUR FINAL MEAL AND ARE STRUCK DEAD BY AN ANGRY BOLT OF RED LIGHTNING. YOU ARE LEFT FLASH FRIED BUT ALL YOUR POSSESSIONS ARE IN SURPRISINGLY GOOD SHAPE!

### **10. A FLAMING METEOR STRIKE!**

"IT'S A ROC. IT'S A DRAGON. NO, IT'S A GIANT HUNK OF FLAMING EXTRA-TERRESTRIAL ROCK HURTLING STRAIGHT AT YOU!" YOU AND EVERYTHING IN THE MAP SQUARE TAKES 12D6 DAM FROM THE IMPACT THAT LEAVES A GOOD SIZED CRATER IN ITS WAKE. EVERYTHING IN AN ADJACENT SQUARE TAKES 1D6 DAM FROM THE SHOCKWAVES THAT ECHO FORTH FROM THE MAIN BLAST.

### **11. TABRIZ-A-PALOOZA**

STEALING COPY WRITTEN MUSIC IS WRONG! YOU KNOW THAT! VOR EVEN IMPLIES IT IN COMMANDMENT 18 SUB PARAGRAPH B - THOU SHALT NOT REPRODUCE THINGS IF YOU ARE NOT SURE IF YOU OWNETH THEM ESPECIALLY IF VOSH SAIDETH NO ONE WOULD FINDETH OUT AND EVERYONE ELSE IS DOINGETH IT. BUT YOU DID IT ANYWAY, YOU GOT SLOPPY, AND NOW THE LABELS ARE ON TO YOU. TAKING MATTERS INTO THEIR OWN HANDS, THE RECORDING INDUSTRY HIRED AN ENFORCER AND NOW YOU'VE GOT TABRIZ HOT ON YOUR TRAIL.

*TABRIZ: B:5 E:18 R:6 / AGL:2 / FIST 1 DAM / LACKEY, LACKEY [HE IS WEARING ROBES AND HIS BEST DEATH METAL SKULL AMULET (66 ARMOUR HITS\*)]. SEE KOBOLD HORRIBLE DEATH #11 FOR COMPLETE TABRIZ RULES!]*

*\* - THE DEATH METAL SKULL AMULET IS NOT AS COOL AS ROBES OF INVINCIBLE EVIL.*

### **12. ANGRY MOB**

GENERALLY MOBS AREN'T HAPPY PEOPLE. SOMETIMES HAPPY PEOPLE GATHER IN LARGE GROUPS AND MARCH PLACES BUT WE DON'T CALL THEM MOBS - WE CALL THEM PARTICIPANTS OR GROUPIES OR HIPPIES. NO, MOB GENERALLY HAS MUCH MORE NEGATIVE CONNOTATIONS. TAKE THIS ONE FOR EXAMPLE; THEY ARE ARMED WITH TORCHES, PITCHFORKS AND REALLY MEAN DISPOSITIONS. NOT EVEN A +WINNING SMILE WILL SAVE YOU THIS TIME. ALL KOBOLDS IN THE SQUARE ARE TORN TO RIBBONS BY THE MOB.

*THE MOB WILL CONTINUE TO MILL ABOUT UNTIL THE MAYOR'S NEXT TURN. IF A KOBOLD ENDS HIS TURN IN AN ADJACENT SQUARE TO THE MOB, IT WILL INVADE THAT SQUARE, KILLING ALL KOBOLDS AND THEN WAITING FOR ANOTHER TURN. IF A TURN PASSES AND THERE IS NOTHING TO ATTACK, THE MOB GETS BORED AND DISPERSES.*

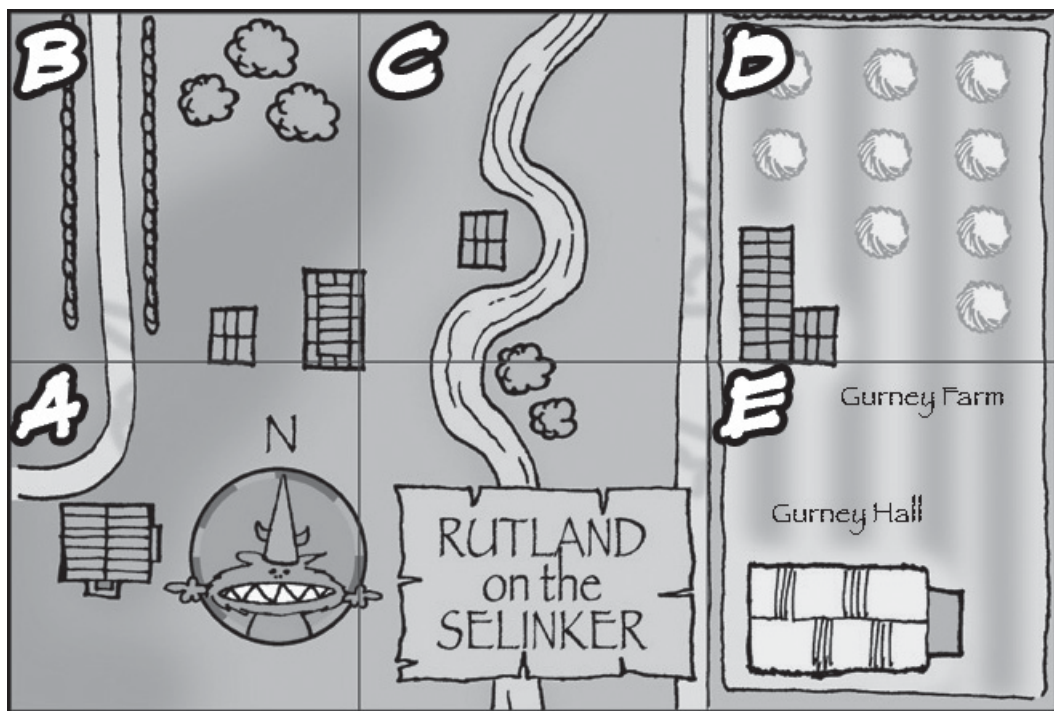


# "WHAT'S FOR LUNCH?"

## A SAMPLE ADVENTURE FOR KAMB!

**MAYOR'S NOTE:** TEXT IN ITALICS IS FOR YOUR EYES ONLY... IT GENERALLY EXPLAINS THE NASTINESS YOU HAVE IN STORE FOR OUR FINE FURRY LITTLE VICTIMS (A.K.A. THE KOBOLDS). SOME MAY ARGUE THIS KNOWLEDGE WOULD GIVE THE KOBOLDS AN UNFAIR ADVANTAGE, BUT THESE ARE KOBOLDS WE ARE TALKING ABOUT AND THE ONLY THING THEY'LL RUIN IS THE SHOCKED LOOK ON THEIR FACES (WHEN YOU KILL THEM)!

**THE POORLY CONTRIVED PLOT** - KING TORG! (ALL HAIL KING TORG!) HAS SUMMONED YOU TO THE COOL KIDS TABLE DURING (HIS) 2ND LUNCH AND BEGINS TO LAMENT THE SORRY STATE OF HIS CAFETERIA, "... AND NOW, ALL I'M LEFT WITH IS RE-FRIED ROOTS AND ORC-LOAF SURPRISE. BUT THAT'S ALL ABOUT TO CHANGE! I HAVE IT ON GOOD AUTHORITY THAT THERE IS A BABY ACROSS THE VALLEY IN THE HUMAN TOWN. SO, MY FINE VOLUNTEERS, YOU ARE GOING TO GET IT FOR ME... OH YES, A FAT JUICY SUCCULENT BABY... MMMMM MMM BABY! YOU HAVE TILL THE END OF THE DAY. BRING BACK A BABY, OR WE WILL HAVE KOBOLD-LOAF SURPRISE TOMORROW! IF IT'S NOT TOO MUCH TROUBLE, PICK UP A FEW APPLES AS WELL, I LIKE THE CRUNCH AFTER A TASTY BABY SNACK. WHAT ARE YOU ALL WAITING AROUND FOR, GET GOING..."



**ALL KOBOLDS START IN THE SOUTHWEST CORNER OF THE MAP, ON THE WEST SIDE OF THE ROAD ("A" MARKS THE SPOT).**

**STREAM** - A MURKY STREAM MEANDERS BY. IT'S SO DIRTY YOU CAN'T SEE THE BOTTOM AND THERE IS VERY LITTLE CHANCE THAT YOU WILL END UP ANY CLEANER FOR HAVING BEEN IN IT. [THE STREAM IS ABOUT 20 FEET WIDE, ABOUT CHEST DEEP TO A KOBOLD, AND CHUCK FULL OF STRANGE GREEN FISH. (THEY HAPPEN TO BE THE RARE GREEN LIBERAL ACTIV-FISH, WHO ARE VERY UNHAPPY WITH THE STATE OF ENVIRONMENTALISM IN THESE PARTS). IT WILL TAKE 2 TURNS FOR A KOBOLD TO WADE ACROSS THE STREAM, BEING ATTACKED BY 1D6 ACTIV-FISH. A KOBOLD CAN SWIM ACROSS UNMOLESTED ON A 4 DICE SWIM ROLL.]

GREEN LIBERAL ACTIV-FISH B:4 E:1 E:1 R:9 / AGL:3 / BITE 1 DAM / SWIM / VP:0

**WHY DID THE KOBOLD CROSS THE ROAD** - THE MAIN ROAD THROUGH THE TOWN, THE DUST COVERED ROAD IS ALWAYS ABUZZ WITH ACTIVITY. AS YOU STEP OUT...[WHAT HAPPENS WHEN THE KOBOLD CROSSES THE ROAD? HAVE THE KOBOLD ROLL 1D6 AND CONSULT THE OLDEST JOKE IN THE WORLD CHART. IF A KOBOLD LOOKS BOTH WAYS, SUBTRACT 1 FROM THE ROLL. ADD 1 TO THE ROLL IF THE KOBOLD TRIES TO RUN ACROSS.]

46 KOBOLDS ATE MY BABY!



## THE OLDEST JOKE IN THE WORLD CHART (1D6)

**0** - SAFETY FIRST! YOU WAIT FOR AN OPENING AND EASE YOUR WAY ACROSS THE BUSY THOROUGHFARE. UNFORTUNATELY, YOU TOOK YOUR HESITATION AS COWARDICE. TAKE A DEATH CHEQUE!

**1** - THE ROAD LOOKS CLEAR AND YOU CROSS WITHOUT A PROBLEM.

**2** - A LITTLE OLD LADY, DRIVING A BROKEN DOWN WAGON, IS VERY, VERY SLOWLY BEARING DOWN UPON YOU. MAKE A 1 DICE REFLEXES ROLL. IF YOU FAIL TAKE 1 DAM AND HANG YOUR HEAD IN SHAME!

**3** - A JUNK FILLED WAGON ROLLS ACROSS YOUR PATH. MAKE A 2 DICE REFLEXES ROLL TO AVOID IT. IF YOU FAIL TAKE 2 DAM AND A RANDOM ITEM (PAGE 17) FALLS OFF THE BACK. *[IF THE KOBOLD STOPS TO PICK IT UP, ROLL ON THIS CHART AGAIN AND ADD 1 TO THE RESULT.]*

**4** - A HUGE MAN COVERED FROM HEAD TO TOE IN BLACK ARMOUR LOWERS HIS LANCE AND CHARGES! *[HE MAKES 1 ATTACK AND KEEPS ON MOVING. IF ANYONE MAKES A MONTY PYTHON JOKE, THE BLACK KNIGHT RETURNS AND ATTEMPTS TO KILL THE KOBOLD WHO MADE THE JOKE.]*

*BLACK KNIGHT B:18 E:9 E:8 R:2 / AGL:1 / LANCE 1D6 DAM / RIDE / VP:9 / ARMOUR 24 HITS*

**5** - A HERD OF NOMADIC FARM WORKERS JUMPS OVER A FENCE AND MAKES A MAD DASH ACROSS THE ROAD! MAKE A 3 DICE REFLEXES ROLL TO AVOID THE STAMPEDING NOMADS. IF YOU FAIL, TAKE 2 DAM FROM THE IMPACT AND 1D6 DAM FROM THE TRAMPLING.

**6** - YOU RUSH INTO THE ROAD AND ARE BROADSIDED BY A WHITE BOX ON WHEELS WITH RED AND BLUE LIGHT PULSING ON FROM ITS TOP! TAKE 2D6 DAM AND YOU ARE PUSHED NORTH ONE SQUARE.

**7** - HEEDLESSLY YOU RUSH ACROSS THE ROAD AND A CARAVAN OF WAGONS SLAMS INTO YOU KNOCKING YOU DOWN. YOU ARE CRUSHED UNDER A SERIES OF HEAVY WHEELS. *[HAVE EVERYONE AT THE TABLE ROLL 1D6; TOTAL AND DEAL THAT MUCH DAM].*

### A. CONVENIENCE TAVERN

**TAVERN (EXTERIOR)** - A BRIGHTLY-PAINTED BUILDING STANDS HERE. A WAGON AND A FEW HORSES ARE HITCHED TO A POST IN FRONT. SOME ADOLESCENT HUMANS IN A SMOKY HUDDLE HIDE IN THE SHADOWS TO ONE SIDE OF THE BUILDING. THERE IS ONE MAIN DOOR THAT YOU CAN SEE THROUGH, A FEW WINDOWS THAT ARE COVERED WITH IRON BARS, AND PICTURES OF FOOD AND DRINK PLASTERED ALL OVER THE PLACE.

**SMOKY HUDDLE** - SCARY HUMAN KIDS (WITH BRIGHTLY COLOURED HAIR) ARE PASSING A SMOKING STICK BACK AND FORTH. THEY TAKE TURNS PUFFING ON THE STICK BEFORE COUGHING AND PASSING IT ON. *[THEY WON'T TAKE NOTE OF THE KOBOLDS UNLESS BOTHERED. THE PUNKS ALSO HAVE A BOTTLE OF WINE ON THEM.]*

*PUNKS (3) B:6 E:12 E:18 R:6 / AGL:2 / KNIFE 2 DAM / BARD / VP:4*

**TAVERN (INSIDE)** - THERE IS A DELIGHTFUL JINGLE AS THE DOOR OPENS. THE MAN BEHIND THE COUNTER GREETES YOU IN A HEAVILY ACCENTED HUMAN ATTEMPT AT A KOBOLD "HOWDY!" HE STANDS BEHIND A LARGE COUNTER, GRABS A CUP, FIDDLES WITH A LEVER, AND IT FILLS WITH A RED, SLUSHY, SEMI-SOLID GOOP. HE HANDS THE CUP OUT TO YOU.

*"BIG" AL-ABBABA (SHOPKEEPER) B:6 E:12 E:18 R:6 / AGL:2 / CROSSBOW\* 4 DAM / SHOOT / VP:5 (\* 6 SHOTS AND CAN BE USED AS A CLUB 2 DAM)*

**SLUSHY, RED** - IT'S COLD, BRIGHT RED, AND SLOWLY MELTING. *[IF DRUNK] THE AMOUNT OF SUGAR IN THIS CONCOCTION IS ENOUGH TO SEND A FULL-SIZE HUMAN INTO A DIABETIC COMA. YOU GULP IT DOWN IN TWO SWALLOWS AND START TO SHAKE. MAKE A 3 DICE EXTRANEIOUS ROLL, IF YOU SUCCEED, YOU MAY PERFORM ONE ADDITIONAL ACTION FOR FREE ON YOUR NEXT 3 TURNS. OTHERWISE, YOU LIE CONVULSING ON THE FLOOR FOR 2 TURNS AS THE HIGH FRUCTOSE CORN SYRUP WORKS IT WAY OUT OF YOUR SYSTEM.*

### B. RAMSHACKLE HUT

**HUT (EXTERIOR)** - YOUR TINY KOBOLD BRAIN CAN'T UNDERSTAND A WORD AS MULTI-SYLLABIC AS "RAMSHACKLE", BUT THIS HUT IS SO RUN DOWN, YOU GET THE GIST OF IT! THERE ARE NO WINDOWS AND THE DOOR IS LYING FLAT IN THE ENTRYWAY. THERE IS A DOGHOUSE THAT LOOKS TO BE IN REMARKABLY GOOD SHAPE WHEN COMPARED TO THE HOUSE AND YOU SEE A DOG TROTTING BACK INSIDE OF IT AFTER BARKING AT A PASSING WAGON. *[THE HUT HAS BEEN BOOBY TRAPPED OUT THE YING YANG! THE DOOR LIES OVER A POORLY CONCEALED PIT TRAP. WHEN SOMEONE CROSSES IT MAKE A 3 DICE REFLEXES ROLL, IF THEY SUCCEED THEY LEAP DEFTLY ACROSS, OTHERWISE THEY FALL INTO A SMALL, SPIKE-FILLED PIT TAKING 3 DAM.]*

**HUT (INTERIOR)** - THERE IS A HUNK OF MEAT WITH A LITTLE STRING TIED AROUND ITS END AND A WICKED LOOKING AXE (3 DAM) LEANS AGAINST THE FAR WALL. OTHERWISE THIS HOVEL IS EMPTY. *[- HUNGRY KOBOLDS MUST MAKE A 3 DICE EGO ROLL OR RUSH TO GET THE MEAT. IF ANYONE TOUCHES THE STRING, A CANNONBALL FALLS FROM THE CEILING, BEANING HIM ON THE HEAD FOR 2 DAM. THE AXE IS LOAD-BEARING; IF ANYONE TOUCHES IT THE ENTIRE HUT FALLS IN ON THEM, EVERYONE INSIDE THE HUT TAKES 1D6 DAM, EVERYONE IN THE SQUARE TAKES 1 DAM FROM FLYING DEBRIS.]*

**DOGHOUSE** - A MID-SIZED WOODEN DOGHOUSE COMPLETE WITH TWO BOWLS, A BONE, AND A DOG THAT IS CURRENTLY DIGGING A HOLE IN WHICH TO HIDE SAID BONE. *[IF ANY OF THE KOBOLDS ARE -IN HEAT, THE DOG WILL "ATTACK" THEM FIRST.]*

*DOG - B:5 E:6 E:7 R:9 / AGL:3 / BITE 3 DAM / TRACK / VP:2*



## C. CHICKEN COOP

**COOP (EXTERIOR)** - YOU SEE A LARGE CHICKEN COOP NESTLED WITHIN THE GENTLE BEND OF THE STREAM. A FEW CHICKENS STROLL IN AND OUT. FROM THE DOOR OF THE RATHER LARGE BOX. *[IF ANYTHING THREATENS THE CHICKENS, A LOUD CLUCK FROM WITHIN BRINGS THEM RUSHING BACK INSIDE AND THE DOOR SLAMS SHUT.]*

**COOP (INTERIOR)** - THE DOOR OPENS TO REVEAL ROWS OF HENS SETTLED IN NESTS ALONG THE WALLS. A LONE ROOSTER STANDS IN THE DOORWAY, BLOCKING YOUR PATH. THE AUDACITY OF THIS MASKED, CIGAR SMOKING CHICKEN IS MIND BOGGLING. THEN IT DAWNS ON YOU, THIS MASKED COCKER-EL IS NONE OTHER THAN CLUCKY, BLUE-RIBBON PLAY-BIRD FIGHTING A NEVER-ENDING CRUSADE AGAINST FRIED CHICKEN RESTAURANTS, KOBOLDS, AND FAT-FREE LOW-CHOLESTEROL IMITATION EGG PRODUCTS. HE CRUSHES HIS CIGAR UNDER CLAW, ASSUMES A FEARSOME KUNG-FU FIGHTING STANCE, AND BECKONS FOR YOU TO ATTACK HIM.

*CLUCKY - B:6 E:7 E:7 R:15 / AGL:4 / WING CHOP 2 DAM / ATHLETE / VP:6*

*CHICKEN (8) - B:2 E:5 E:5 R:15 / AGL:4 / BEAK 1 DAM / -CHICKEN / VP:3*

*[IF ANYTHING HAPPENS TO THEIR BELOVED CLUCKY THE OTHER CHICKENS WILL ATTACK.]*

## D. BARN

**BARN (EXTERIOR)** - YOU SEE A LARGE RED BARN TO THE SIDE OF AN APPLE ORCHARD. THERE ARE A FEW "NOMADIC" WORKERS PULLING APPLES FROM THE TREES AND DROPPING THEM INTO BUSHEL BASKETS. FROM WITHIN THE BARN YOU HEAR AN ANNOYED AND REPEATED "MOOING".

*NOMAD WORKERS- B:8 E:8 E:12 R:9 / AGL:3 / FIST OR BRANCH 2 DAM, APPLE 1 DAM +THROW / ATHLETE\* / VP:5 (\*NOMADS GET A BONUS DIE TO CLIMBING FENCES, RUNNING AT NIGHT, OR CROSSING ROADS IN A HURRY.)*

**BARN (INTERIOR)** - THIS IS A STANDARD TWO-LEVEL BARN, WITH STALLS ON THE FIRST FLOOR AND A LADDER LEADING UP TO A HAY LOFT (WHICH, INCIDENTALLY, IS FILLED WITH HAY). TWO OF THE STALLS ARE OCCUPIED, ONE BY A HORSE WHO IS MUNCHING ON A FEED BAG AND ANOTHER BY BOTH A COW AND A YOUNG MAN. THE COW IS LYING DOWN AND THE MAN IS TRYING TO PRY A METAL BARB OUT OF ITS HOOF. [A KOBOLD CAN WEAR THE FEEDBAG, GIVING HIM 6 ARMOUR POINTS, AND REMOVING THE - HUNGRY BOGIE SINCE HE CAN ALWAYS DUCK HIS HEAD IN FOR A MUNCH OF OATEY-GOODNESS.]

*COW - B:15 E:2 E:2 R:2 / AGL:1 / STOMP 3 DAM / BASH / VP:4*

*HORSE - B:12 E:4 E:2 R:5 / AGL:2 / KICK 2 DAM\* / BASH / VP:5 (\* CAN REALLY WALLOP ANYONE BEHIND HER FOR DOUBLE DAM AND SENDS THEM FLYING 10 FEET BACK.)*

*MAN, YOUNG - B:8 E:8 E:10 R:8 / AGL:3 / FIST 2 DAM / RIDE / VP:5*

## E. GURNEY HALL

**HALL (EXTERIOR)** - YOU SEE A LARGE, WOODEN BUILDING SPORTING A FRESH COAT OF WHITEWASH. THERE IS AN ENTRANCE AREA TO THE EAST AND NUMEROUS WINDOWS ALONG THE LENGTH OF THE STRUCTURE. *[KOBOLDS THAT PEER IN THE WINDOWS CAN'T SEE MUCH, BUT THERE IS A LOT OF ACTIVITY INSIDE.]*

**HALL (INTERIOR)** - IT LOOKS LIKE YOU'VE GOTTEN HERE JUST IN TIME. YOU SEE A MAN IN A BIG BLACK DRESS ABOUT TO DUNK A BABY INTO THE LARGEST CROCK-POT YOU'VE EVER SEEN! IT MUST BE A NEW-FANGLED SELF HEATING POT BECAUSE YOU DON'T SEE ANY FIRE. WOW! A SELF HEATING CROCK POT - THESE HUMANS THINK OF EVERYTHING! IT TRULY IS AN AGE OF WONDERS! YOUR MUSINGS ABOUT THE GREATNESS OF THE AGE ARE ABRUPTLY SHATTERED WHEN THE BABY STARTS CRYING. IT LOOKS LIKE THE MAN IN THE DRESS IS MAKING SOME KIND OF BABY TEA, SLOWLY DUNKING THE CHILD IN THE WATER OVER AND OVER AGAIN. THERE ARE 6 OTHER HUMANS IN THE HALL WATCHING FROM WOODEN PEWS AND TALKING BACK AND FORTH.

*BABY - B:1 E:2 E:2 R:1 / AGL:1 / NONE / CRY! / VP:0*

*HUMAN (6) - B:8 E:8 E:10 R:8 / AGL:2 / FIST 2 DAM / RIDE / VP:5*

*PRIEST - B:5 E:7 E:14 R:7 / AGL:2 / FIST 2 DAM / +PRAY\* / VP:6 [\* KNOWS 2 SPELLS, BOB'S WOUNDS (HEALS 1D6 DAM) AND COLLECTION PLATE STRIKE (SHINY COINS FALL FROM THE SKY DEALING 1D6 DAM TO A 5 FOOT AREA.) EACH CAN BE CAST TWICE AND REQUIRES AN ACTION TO COMPLETE.]*

## WINNING!

IF THE KOBOLDS BRING BACK THE BABY, THEY ARE ALLOWED TO SHARE IN TOMORROW'S LUNCHTIME FEAST. THE ONE WHO ACTUALLY CARRIES THE BABY BACK GAINS 12 VP! ANYONE WHO WAS KIND ENOUGH TO REMEMBER AN APPLE GETS 1 VP. IF THEY ARE FOOLISH ENOUGH TO BRING BACK THE APPLE WITHOUT THE BABY, THEY GAIN THE VP AND THE APPLE (WHICH IS SHOVED INTO THEIR MOUTH BEFORE THEY ARE SPITTED AND SET TO ROASTING OVER A LOW HEAT FOR ABOUT 10 HOURS).





# ALL HAIL KING TORG !

KING TORG (ALL HAIL KING TORG!) IS HUNGRY! HE'S ALWAYS HUNGRY - BUT RIGHT NOW, HIS BELLY IS YOUR PROBLEM - BECAUSE IF YOU DON'T FIND HIM SOME NICE DELICIOUS BABY (OHH YUMMM, BABY!) HE HAS DECIDED TO EAT YOU INSTEAD. NOT THAT YOU CAN BLAME HIM, SINCE KOBOLD WHEN SPICED AND PREPARED CORRECTLY IS QUITE TASTY. MY, YOU DO YOU LOOK SCRUMPTIOUS! WHO'S FODDER NOW?

KOBOLDS ATE MY BABY! IS THE CULT-FAVORITE, BEER AND PRETZELS ROLE-PLAYING GAME. AVAILABLE FOR THE FIRST TIME AS AN EBOOK, THE SUPER DELUXX EDITION, FEATURES THE AMAZINGLY CUTE AND WICKED ARTWORK OF JOHN KOVALIC (DORK TOWER), THE HILARIOUS ORIGINAL BEER ENGINE GAME RULES AND THE INFAMOUS KOBOLD HORRIBLE DEATH CHART. INCLUDES EVERYTHING THAT YOU NEED TO PLAY EXCEPT DICE, PAPER, AND SOME FRIENDS....



## WHO'S FODDER NOW !