

de Smörkas Borg

KÖBOLDS ATE MY BABY
MÖRK BORG

Compatible with

MÖRK
BORG



All That King Come

Kobolds Ate My Baby!

was made by Chris O'Neill &
Dan Hansen-Landis

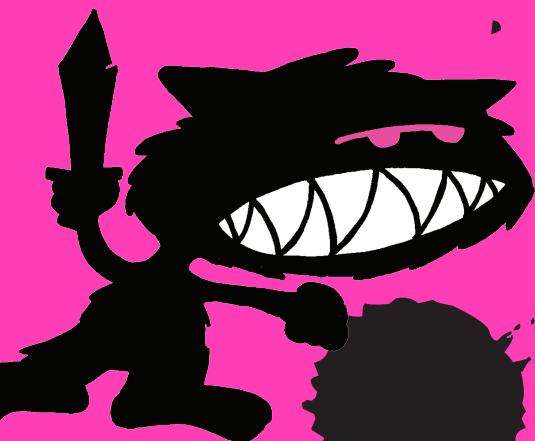
Mörk Borg

was made by Pelle Nilsson &
Johan Nohr

De Smörkas Borg

was made by Glenn Given

Chris O'Neill apologizes
for what he did to John Kovalic's
art. Sorry John.



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ALL HAIL MÖRK BORG!

Your Name	
1d4	Ax-elle
1d4	Blisterrot
1d4	Crorg
1d4	Derg
1d4	Earik
1d4	Frunkle
1d4	Girthene
1d4	Hork-grease
1d4	Ick-a-bod
1d4	Jerk
1d4	Kitten
1d4	Lourde
1d4	Marfew
1d4	Nin-Ninny-Nin
1d4	Othelio
1d4	Pig
1d4	Quorn
1d4	Ratdroppink
1d4	Slorn
1d4	Ssleeze
1d4	Sskrang
1d4	Sskort
1d4	Sscabbie
1d4	Ssnorth
1d4	Sskunt
1d4	Ssculapius
1d4	Skoal
1d4	Sspoilt
1d4	Ssnots
1d4	Twix (Share Size)
1d6	Ugh!
1d6	Vicki
1d6	Walter
1d6	J'hn Quoner
1d6	Yolando
1d6	Zukus



It is no longer
the age of

Heroes

It is the
age of

It is no longer an age of heroes; but it was for a time...

Bravely clad in metal and sigil they delved into foul warrens trampling the young underfoot and plundering the stores we had built for our 1000 kids (our 401k's in other terms). They hunted our wise wyrms hunting to extinction and stole away the pebbles and trinkets that our elders—so large and ungainly—had piled to nest.


Among the small scales one rose...  ... whose name rang off forked tounge throughout the underwarrens.

Torg stoked our vengeance and turned our people from otherwise gentle, innocent baby-devourers into an tide of orange carnage. We roiled forward from cave, crag and crevasse into the lands of the unfurried. Our waves crashed upon settlement without mercy. Where once we were content to snatch a mere 3 dozen young for our thrice weekly feasts now all flesh was consumed. Our slaving horde marched ever forward. What began as a whisper from o're the horizon would become a blood drowned gurgle as the last smooth flesh was dressed for his supper.

From the center of all ache
our god Vore drives us.
The all-maw wracks
the cowardice from our
breast with insatiable
pangs of hunger. The
great digester forever
pours a fleshthirst in
our minds and gullets.

And from behind King Torg
whips our people forward.
The keen warmaster who
devours all who ques-
tion him. TORG grows
girthful on the gorge
of tribute, failure and
those who question him.
Daily his corpulence
suppurates and expands;
he is the gullet of Vore
made flesh. ALL HAIL
KING TORG! ALL HAIL VORE!






They retreated to their mountain stronghold -
Ss'zllar - and lobbed vile magic across the land.
Their arcane artillery shattered the land and
poisoned all life. Rivers befouled with rot and
brine mucosally thicken and choke off field,
tree, and seed.

They thought that casting ruin outside their
walls would save them. But they were all of
them mistaken for we have not withered, but
grow fat off the rot. Their magics twisted
many of us, who grew, split and multiplied
fouly. While many have died their blood
strength pulses through the endless ranks that
remain.

Torg, bloated, split and was blessed with Vore's
great gifts. From his folds pustulate manymouths
for the consumptive glory of Vore. From his
crown ejaculates a divine filament that reaches
beyond the gristle-brown clouds to receive the
direct command from Vore.



Vore sees that the final course
is nigh. Now begins the Smor-
kasborg. Pay one price flesh a
la carte, all you can eat, all will
be eaten. A gray ash and a thin
breeze will be all that remains.

Character Creation

Randomize your character using this page.

Roll 1d6 & 2d12 for your gear, roll your Attributes, 1d10 weapon, 1d10 armor, 2d6 Gift of Vore.

...d6 Stuff...

1-2	nothing
3	a small, torn sack to hold 1 item
4	a tote bag from a PBS fund drive to hold 2 items
5	a backpack to hold 3 items or any two above
6	A wheeled steamer trunk to hold 6 items, or any 2 above.

...d12 Gear and...

1	Flint and tinder for sparks
2	Presence + 4 torches last 1 hour each, unlit
3	30 ft. of rope not, <i>not</i> for shibari
4	a 10 ft. pole to poke things 10 ft. away.
5	1d4 caltrops to deter pursuit
6	tent & sleeping pad to rest
7	wooden utensils splintery
8	salt/pepper shakers empty
9	lockpicking kit 6 uses
10	sand to throw in eyes
11	needle & thread to sew
12	a sense of emptiness

...d12 more Stuff

1	1d4 glass vials
2	grappling hook no rope
3	a scroll with a single use of a Gift of Vore
4	a children's book with cute pictures
5	a bear-trap like mechanism and chain.
6	your baby teeth all of them, in a tiny bag
7	makeup kit
8	abacus
9	a prybar for prying
10	a spyglass for spying
11	a frying pan for frying
12	the burden of destiny

Attributes...

Roll 4d6, remove the lowest, and add the remainder to determine the attribute Value. Add this Value to a d20 when making tests.

If the result is greater than or equal to the DR (difficulty rating) as set by the GM, you succeed. If you have advantage roll 2d20 and use the highest. If you have disadvantage roll 2d20 and use the lowest.

Total	Value
1-3	-3
4-6	-2
7-8	-1
9-12	0
13-14	+1
15-16	+2
17-20	+3

Agility Defend, balance, swim, flee

Presence Perceive, aim, charm, wield Gifts

Strength Crush, lift, strike, grapple

Toughness Resist poison/cold/heat, fall

Hit Points Toughness + d8, min 1.

Encumbrance Strength + 8 single-handed items. Each gear past that limit increases all DR by +1 per item. Armor counts as 1 item per tier.

...d12 Weapon and...

1	nothing 1 damage
2	a pointy stick d2 damage
3	dagger or hatchet d3 damage
4	short sword d4 damage
5	morning star d6 damage
6	spear d6 damage, reaches
7	axe or longsword d8 damage, two hands
8	katana & wakizashi 1d6 fast or, d8 damage, fast, two hands
9	claymore (sword) d10 damage, two hands OR crossbow with 2d10 bolts
10	cestus & net d4 damage, entangles
11	glaive guisarme d8 reaches, entangles OR longbow with 3d6 arrows
12	claymore (mine) 3d12, area, explosive, single use.

...d6 Armor and...

1	naked (tier 0) Presence -1
2	rags and belt (tier 0) -1 damage then reduced to naked
3	stolen finery (tier 0) -1 damage then reduced to rags and belt
4	leather (tier 1) -d2 damage
5	chainmail (tier 2) -d4 damage DR +4 on Agility tests, including defence
6	chain & plate (tier 3) -d6 damage DR +4 on Agility tests, defence is DR +2

...d6 Scrolls and...

1-5	gibberish it does nothing, you sound stupid
6	knowledge from beyond roll a Gift of Vore that you can use during this scene

2d6 Gifts of VORE

		effect
1	1	Nausea and Vertigo -1 on balance or defense rolls, passed by touch.
1	2	Hunger Pangs overcome fear, mind control or other mental affects on 1-5 out of 6
1	3	Weeping Liar halve your Presence this scene to avoid the attention of others.
1	4	Exculpate projects the ire of the mob onto or away from a target.
1	5	Saxophone d4 as a melee weapon adds +3 to presence when used for music.
1	6	Mourning Breath 20x20 area attack for d3 dmge tha causes sickness once per scene.
2	1	Extra Lungs immune to drowning, gaseous attacks.
2	2	Anesthesia double your HP but GM keeps track of your health.
2	3	Tongues projectile tongue that can strike for d3 damage, reaches, entangles.
2	4	Blurry +2 to defense vs. Ranged +1 vs. Melee.
2	5	Telekinesis move objects weighing less than you within 50 feet.
2	6	Will-literate able to grant or remove literacy from target for a scene.
3	1	Witchcraft! curse a target as a pariah, they have -2 on Presence this scene.
3	2	Divination call for a reroll 3 times per session.
3	3	Lycanthropy 3 days a mo. 2x attribute values, but cannot tell friend from foe.
3	4	Power Balls Winner unlimited wealth (though capitalism is a foregone age).
3	5	Bursting Pustules splash d2 damage on nearby enemies when hit.
3	6	Distended Jaw Melee vs. 16 to consume a foe your size or smaller whole.
4	1	Perfect Palate detects toxic, poisonous or otherwise inedible foods.
4	2	Bloody Eye-jaculate spew bloody from your eyes to blind your target for d2 turns.
4	3	Diptera-esophagea vomit guts onto others to digest them for d6 acid and d2 each turn.
4	4	Iron Gullet do not take negative effects from Morsels.
4	5	Hyperactive +2 to all Initiative rolls.
4	6	Perfect Pitch you may change the music at any time.
5	1	Unsettling foes are -1 on Morale rolls.
5	2	Cultivated Mass +1 Strength and +4 HP.
5	3	Lightning Reflexes reroll any Defense against ranged attacks.
5	4	Skate Board test Agility to double your speed this scene or impress a teenager.
5	5	Toothsome your teeth are strong enough to eat other teeth. d3 bite as bonus attack.
5	6	Obtenebration you may turn the lights on or off at any time.
6	1	Suaveness you may reroll any Presence test to charm, seduce or lie..
6	2	Coward test agility DR 12 to pull a party member into the line of fire.
6	3	Occultist halve your HP to cast a spell of your design (in compromise with the GM)
6	4	Reincarnation when you die return to life with full HP and reroll you Gift of Vore.
6	5	Pyrokinetic cocntrate for 1 round to light something on fire.
6	6	Keys to a helicopter you have the keys to an attack helicopter; find it.

Ss'zlar

D3 STARVING KOBOLDS

THE GATES

STARVING KOBOLDS

2	Insubstantial -d3 melee damage -d6 ranged
3	Chilling attacks reduce target Agility by 1
4	Venomous victims d2 damage at start of next round
5	Emaciated 1HP Morale 5
6	Famished 2HP Morale 6
7	Peckish 3HP Morale 7
8	Famished 2HP Morale 6
9	Emaciated 1HP Morale 5
10	Diseased on death roll 1d6 their disease spreads to you on 5-6. You will die in 3 scenes.
11	Armored -d3
12	Undead Morale 3, returns to life after 1 scene.

D4 STARVING KOBOLDS MORE D4 STARVING KOBOLDS

D2 MORSELS

PO'ORTON

STUPID PUZZLE

D4 STARVING KOBOLDS

D2 MORSELS

MARKETPLACE

D6 MUTATIONS

1	Mulch-bold
2	Kolbrain
3	Lusty Kobold Himbos
4	Kobo-rantulord
5	Shock-a-bold
6	Kolball

2D6 MORSELS

2	a succulent belly roll restore 3 hp
3-4	a knuckle of lard restore 1d3 hp
5-6	tasty, tasty dirt restore 1d2 hp
7	mold scrapings , restores 1 hp, roll 1d6. You're sick on a 1-2.
8-9	bits o'kobold restore 1d2 hp
10-11	haunch o'kobold restore 1d3 hp
12	a fresh orphan restore 1d3+1 HP to everyone



2D6 STUPID PUZZLES

- 2 Morgan Kindmans Seal test Presence vs. DR16 or spill 5 HP
- 3 Reaphold sacrifice a hand from a party member
- 4 Witchknots Test Agility vs. 16 or Presence vs. 14. take 1hp on failure.
- 5 Deadbolt Test Strength vs. 16 or 10 HP
- 6 multiple knots HP 3 or test Agility vs. DR 13 (16 if one handed)
- 7 a knot HP 1 or test Agility vs. DR 12
- 8 child safety latch HP 3 or test Agility vs. DR 12 (14 if you are small)
- 9 Door that only lies (or does it?) stump your GM with a riddle
- 10 Deathbolt Test Strength vs. 14, become cursed (-1 to hit during next encounter) on fail.
- 11 Everything is on fire 1d2 players chosen at random lose their armor to the flames or take d3.
- 12 Just kidding, a Mimic! HP 8 Morale 4 Carapace -d3 Chompers d3 damage. Attacks 2x per round.

Violence

Roll initiative (enemy initiative is $d20+d6$) and act in descending order. Players roll for both their attacks (melee/ranged) and defenses against DR 12 (adjusted at the whims of the GM). Characters who are hit subtract any armor they have from the damage inflicted.

Morale

Test (2d6) Morale when...
 ...a leader is killed.
 ...a beast reaches 1/3 HP.
 ...half of a mob is lost.
 if they fail to meet morale, they flee if possible.

d6 Weather

1	An oily mist +1 DR on all Agility tests
2	Light drizzle
3	Blistering heat +1 DR on all Toughness tests
4	Gusts of sand +1 DR on all Presence tests
5	Choking smog +1 DR on all Strength tests
6	Foul rain +1 DR on all Toughness tests

BROKEN ZERO HP

- 1 **Unconscious** for d4 rounds; awaken with d4 HP.
- 2 **d6** 1-5 lost limb. 6 lost eye. spend d4 turns writhing in pain then regain 1d4 HP.
- 3 **Bleed out** unable to act, will be dead in 1d2 hours. All DR is 18.
- 4 **Dead**

DEAD NEGATIVE HP

Roll on 6d6 Ways to Die. Make a new kobold. Try harder.

Thoughts and Prayers

...are worth their weight.

Criticals

On a natural 20... attacks...double damage and reduce armor by one tier ($d6 > d4 > d2$). defenses...player makes a free attack.

Fumbles

On a natural 1... attacks...your weapon breaks or is lost. defenses...player double damage and armor is reduced by one tier ($d6 > d4 > d2$). Armor reduced below 1st tier is destroyed and cannot be repaired.

Rest

1/4 of your HP for every 2 hour rest. Cannot regain HP if you have not eaten something in 24 hours. Each day past 3rd that you haven't eaten, lose 1 HP forever.

d12 Traps

1	a timeshare vacation property <i>lose all coin</i>
2	a rune that teleports you to the heart of a star <i>test Presence/Agility DR 16 or be reduced to atoms</i>
3	a mirror that holds the last gaze of a gorgon <i>test Presence DR 12 or be pertified for 2d6 centuries</i>
4	explosive grenados <i>all test Agility DR 12, take 2d4 damage on fail 1d4 on pass</i>
5	jets of acid <i>two players at random test agility DR 14 take 2d4 damage on fail, 1d4 on pass</i>
6	hallway/alley of swinging blades <i>all players test Agility/Presence DR 12 take 2d6 damage on fail</i>
7	a deep, dark pit <i>test agility DR 12 or take 1d6 damage from the fall</i>
8	a deep, dark pit filled with spikes <i>test agility DR 12 or take 2d6 damage from the fall and the spikes</i>
9	well hidden bear traps <i>the first d6 players test Agility DR 16 or take 2d4 damage and are bound</i>
10	a cannon, primed and rigged to a door <i>test Presence/Agility DR 14 or take 4d4 damage</i>
11	a deep, dark pit filled with envenomed spikes <i>test agility DR 12 or take 3d6 damage from the fall and the spikes and the venom on the spikes</i>
12	an intricate clockwork threshing machine <i>test Presence DR 16 or take 1/4 of remaining HP damage</i>

d10 Magic Bits

1	Invisibility ring 1/day. -2 Presence if you used it today.
2	Flametongue take 1d4 damage to replace yours with magical fire (+d2 to bites).
3	Glowstone light 3/day
4	Extending rod collapsable pole, indestructible 1-10 ft. 4 charges.
5	Visionspice test Presence DR 12 to see a hidden Morsel. 2 charges.
6	Fearpipes Presence DR 14 to force Morale test. 3 charges
7	Ripe Apple lure d6 hungry fools. 5 uses.
8	Apperteef Edible teeth. 4 uses heals d2 hp.
9	Stickyshot 30 ft grapple and climb 5/day
10	Vorpal sliver kills by burrowing into an enemy heart in d3 rounds. 1 charge.

Arcane Toxicity

The denizens of Ss'zllar have ruined the world through their self-(ish)-defense of their succulent flesh and poisoned the land with the below magical blights that manifest for the pleasure of the GM.

Secrets that can never be unseen

When witnessed Test Presence DR 14 to avoid contracting a horrible madness.

- 1 **Fear** *Test Presence DR 14 to avoid catatonic paralysis for d2 turns when under threat.*
- 2 **Anxiety** *when stressed increase all DR by 1, you can delay this by increasing all DR by 2 in the next scene.*
- 3 **Doubt** *Disadvantage on any test that you do alone.*
- 4 **Paranoia** *you cannot be helped by others unless you test Presence DR 14.*
- 5 **Mania** *+1 to initiative -1 to perceive or perform delicate tasks.*
- 6 **Despair** *you cannot regain HP from rest*

GORGING PORTALS

Limbs that are passed into these yawning desires are violently ripped off for d8 damage.

Dimensional Shears

Test Agility DR 14. Failing characters are lost and will appear in the next RPG game each player attends.

Wrinkles in Time

during this scene roll d6 each turn.
1-2 reverse initiative order.
3-4 regular initiative order.

Psychic

Winds of Pain

Players who say stupid things (as judged by the GM) take 1 damage.

FIRE GEYSERS

Things occasionally explode in violent witchfire. When it erupts test Agility DR 12 or take 2d3 damage and reduce armor by one tier.

MutatiOoze

A glowing sludge that has unpredictable affects when ingested.

- 1 **Indigestion** *do not gain HP from your next rest.*
- 2-5 **Touched** *you are sickly glowing all defense DR +1*
- 6 **Blessed** *Gain d2 Gifts of Vore*

Probability Flux

Players within this field have disadvantage on a test of the GMs choice once during this scene.

Necrotic Pulsations

After a throbbing burp of elder darkness any attack this scene that does not roll maximum damage gains +1 damage.

Gorging Portals

Limbs that are passed into these yawning desires are violently ripped off for d8 damage.

Dimensional Shears

Test Agility DR 14.

Failing characters are lost and will appear in the next RPG game each player attends.

Hallucinatory

Miasma

False visions dance in the periphery of your sight. They are made only of lies and madness.

- 1 **Sustenance!** *an illusion of food which does not satisfy. Test Presence DR 12 to avoid disadvantage until the next time you eat.*
- 2 **Old friends** *you are haunted by the image of a companion. Become d6 more lonely.*
- 3 **Visions of shame** *test Presence DR 14 or be unable to attack until you tell a joke that garners a genuine laugh.*
- 4 **Respit** *Your next rest does not provide healing.*
- 5 **Lost treasure** *Lose progress on your journey through Ss'zllar as you backtrack one area in futile hope.*
- 6 **Saturday morning cartoons** *Test Presence/Toughness DR 14 or go watch at least of 15 minutes of cartoons.*

BESEECH VORE



When a player dies those remaining can consume their fallen bretheran to invoke the glor-uttenous honors of Vore. Forgoe the d4 hit points traditionally gained by consuming former ally and roll to manifest the obliivating hunger of your god.

Vore-titude

All players have an additional -d2 damage reduction for the next 4 attack they take.

Vore-locity



All players add d6 to their initiative for the next two scenes invloving conflict.

Vore-gone

A kobold recieves a mind splitting and stomach roiling vision of the immediate future.

Vore-tence



All players deal additional d4 damage on their next 2d2 attacks.

6d6 ways to die



		size/held	
1d6	1d6	Hand Cannon	1x1 hand
1d6	2d6	Hand Cannon	1x1 hand
1d6	3d6	AK	1x2 hand
1d6	4d6	Uzi	1x2 hand
1d6	5d6	Saxophone	2x1 hand
1d6	6d6	Keytar/Modem	2x1 hand/body
2d6	1d6	Fish	1x1 head
2d6	2d6	Anesthesia	1x1 head
2d6	3d6	Linguist	1x1 head
2d6	4d6	C.S.I.	1x1 head
2d6	5d6	Telekinesis	2x1 head
2d6	6d6	Psychometry	1x1 head
3d6	1d6	Witchcraft	1x2 head/heart
3d6	2d6	Divination	1x1 head
3d6	3d6	Lycanthropy	2x1 body/heart
3d6	4d6	Lucky	2x1 heart
3d6	5d6	Acid Blooded	1x1 heart
3d6	6d6	Greed	1x1 heart
4d6	1d6	Good Taste	1x1 heart
4d6	2d6	Grimoire	1x1 hand
4d6	3d6	Grappling Hook	1x1 heart
4d6	4d6	Voodoo	1x1 heart
4d6	5d6	Throwing Stars	1x1 hand
4d6	6d6	Kung-Fu	1x2 body/legs
5d6	1d6	Mixologist	1x1 head
5d6	2d6	Abs	1x1 body
5d6	3d6	Lightning Reflexes	1x1 head
5d6	4d6	Skate Board	1x1 legs
5d6	5d6	Unlicensed Nuclear Accelerator	2x1 body
5d6	6d6	Obtenebration	1x1 heart
6d6	1d6	Smooth Criminal	1x1 head
6d6	2d6	Snitch	1x1 head
6d6	3d6	Occultist	1x1 head
6d6	4d6	Stuntman	1x1 heart
6d6	5d6	Firestarter	1x1 heart
6d6	6d6	Keys to a helicopter	1x1 hand

Kolball

A writhing mass of feral kobold that has become an entangled boulder of gnashing teeth and blades. The Kolball rolls through the streets of Ss'zzllar striping the last bits of flesh from anything in its path. A mindless pile of bloodthirst and momentum barrelling towards you.

HP 32 Morale 3

Swarm form -d6

Threshing roll 2d6 damage to anything in it's path.

Special: Roll 2d6 on Starving Kobolds table to determine the special attributes of this band of Kobolds.



A VISITOR FROM THE FUTURE

A violent golem made of liquid gold has appeared. It does not feel pain and cannot be reasoned with. It has travelled back millena to snuff the life of Jonk Onner before the fated babe can raise an army to turn back the rise of the golems.

The visitor has ended up in the wrong timeline and cuts a bloody swath through the Kobolds examining their entrails for evidence that it's mission can be called a success.

HP 20 Morale 3 Molten body -d6 (cannot be reduced).

Blades akimbo 1d6 damage to 2 in within reach.

Special: The Visitor can mimic the appearance of anyone it has observed for a round. It will not know their intimate details but is otherwise indistinguishable.

The Visitor takes 1/2 damage from all attacks other than frost or electricity. The Visitor can be placated and will return to it's time if it's prey, or a convincing fascimile (*test Presence to bamboozle DR 19 (18 if it's a player)*) is delivered.

Kobolrantulord

A towering spindelegged monstrosity that stalks the rooves and alleys of Ss'zllar. Putrid webbing drifts from this gargantuan monstrosity choking and binding those below while the

Kobol-rantulord

delicately drains it's prey of every last drop of fluid before weaving the emaciated husks into it's bulging sac of young.

HP 25 Morale 6

Chitin -d4

Fangs 1d6 damage

Probiscus d2 damage to any bound foe (undefendable).

Stomping Legs

1d4 attacks per round

1d4 damage.

Special: Webs drift around the Kobol-rantulord, when moving test Agility DR 10 or become bound. Test Toughness DR 14 to break free.



Kobolt

A sparking shimmer in the shape of a Kobold arcs from lampposts to fallen arms. Crackles of arcane electricity snap off it's form and draw in discarded gear. The Kobolt whirls maniacally through the debris frying the last bits of gristle and flesh from the edges of blades and insides of helmets into a fine mist that it absorbs for sustenance.

HP 16 Morale 6

Insubstantial body -d6 vs physical otherwise -d4

Lightning lure

d2 damage attacks twice per round, test strength DR 12 or be pulled adjacent.

Blending field

d2 damage to any foe who becomes adjacent.

Special: When struck with a metal weapon wielder tests toughness DR 12 and takes 1 damage on fail.

HP 16 Morale 6

Psychic Shield -d4

Bad thoughts d4 damage test Presence to defend.

Brain draining tendril

d2 damage and victim takes -1 Presence

Special: Once per turn the Kolbrains send a random player who has not been chosen into a catatonic state where they must relive their worst memory. The target loses all actions until they retell their tale of misery and shame to the group.

Kolbrains

A pulsating mass of brainflesh lurches forward at the cojoining of three mutated kobold heads. Their minds have fused into a devourer not only of flesh, but of the mind!



MULCHABOLD

A sprouting mass of fungal polyps and fibrous patience. The rotting of organic matter is accelerated in their presence and the mound of undying mulch metastasizes around new biomass to fuel it's shambling mindless hunger.

HP 20 Morale 5

Undying corpulence -d4 vs physical otherwise -d6 vs. blunt attacks.

Stench of decay 1/turn test toughness or presence DR 14 to avoid choking and wrenching. d6 recharges on 5-6.

Mulchalanche d8 smothering damage.

Special: The mulchabold is immune to mesmerism, psychic attacks or illusions. It does not feel pain, it cannot be reasoned with. It has no caloric value.

Lusty Kobold Itbos

A pair of delectable kobold-presenting pleasure demons lure (test Presence DR 16) hungry passers by into their barrow only to slit the throats of their prey while they bask in the afterglow of carnal depravity.

HP 10 each

Morale 7

Horny Aura -d4

Impliments of pleasure
d2 damage & heal d2

Special roll d6 on 5-6 the player is smitten with love and will turn on their companions in hopes of joining this unholy throuple.



ALL HAIL
KING

WARRIOR



KOVALIC

KOBOLDS ARE FEARLESS (AND HUNGRY).
BUT IN THE DEEPEST AND DARKEST
DEPTHS OF THE CAVE, THE LESS
STUPID PROPHETS OF VORE
SPEAK OF THE COMING OF THE END.
THE END OF THE ROAD. ONE FOR THE DITCH!
EVENTUALLY, SOMEONE HAS TO PAY
THE BILL FOR THIS ENDLESS BUFFET
THAT KOBOLDS CALL LIFE.

ON THAT DAY,
ALL THE FOOD WILL BE GONE,
AND THE ONLY THING
LEFT TO EAT WILL BE

⚔ Ⓞ ⚔ Ⓞ ⚔ Ⓞ

YE TINY RAGNARDK.
THE AMUSE BOUCHE OF APOCALYPSES.
OH ARMAGEDDON ENTREE.
CRY, CULINARY CATAclySM.
DE SMÖRKÅS BORG COMETH.

9LG 9026



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