

CLASSIC BEER & PRETZELS ROLEPLAYING

# KOBOLDS ATE MY BABY! THE ORANGE BOOK



9TH LEVEL GAMES

powered by



**polymorph**

(Order #43880105)

THE ORIGINAL BEER & PRETZELS ROLEPLAYING



# KOBOLDS ATE MY BABY!



Kobolds are bad at everything they do, except for cooking. This is quite ironic since they are marvelous when cooked (*especially when served with a nice dipping sauce*). Kobolds are silly, chaotic, and short - much like their lives - and no one really likes them very much (*especially not Vor, the Big Red Angry God*).

In this game, you are a KOBOLD! You will most likely die a few horrible deaths. You will probably get eaten, possibly by your friends. You may be slain by Chickens. You may burn up in a town (*you probably started the fire*). You may even explode into tiny chaos particles after causing a paradox involving 3d6, a wizard's wand, and some gas station sushi!



The cult-classic, crowd-pleasing, hysterical RPG of Kobolds behaving badly is back! This new version is faster, easier, and deadlier than ever before!



## ALL HAIL KING TORG!



9TH LEVEL GAMES

# 9LG 9025



powered by



# polymorph

# KOBOLDS ATE MY BABY! THE ORANGE BOOK

**A GAME BY**  
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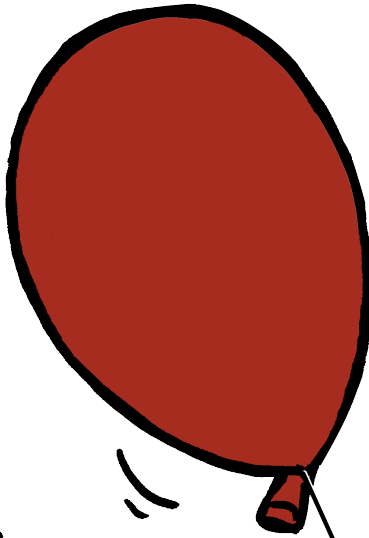
\* Like for reals. We've been making jokes about things with ™ in Kobolds Ate My Baby!™ from the start (and we didn't stop in this edition), but like for really, real we went ahead after 25 years and actually trademarked Kobolds Ate My Baby!™ All rights reserved.



**9TH LEVEL GAMES**

# DEDICATION

For our Dads.



"They're funny things, Adventures. You never have them till you're having them."



# WARNING!

Unlike some other fantasy role-playing games, in this game you are not the hero. The townsfolk aren't going to hire you to run through a trap-filled dungeon, track down a dragon to slay in the darkness, recover the king stone, and save the town from tyranny and taxes. It is far more likely the entire town will get together to pay the dragon to chase you down.

That is because you are a Kobold.

When you aren't burning down their homes, raiding their pantries, stealing their chickens, or generally making a fool of yourself on the dance floor, you are probably trying to eat the delicious babies of the townsfolk. You heard me. There is nothing a Kobold loves to eat more than babies.

The makers of this game would like to make it crystal clear that we do not condone the eating of babies. Actually, we don't support like 93% of the strange, cruel, and outright ridiculous things you are about to read about in this book – but, very specifically, we are 100% anti-baby-eating.

We repeat:

**DO NOT EAT BABIES!**

**FOR THE LOVE OF ALL THAT IS HOLY!**

**PLEASE. DO NOT EAT BABIES!!!**

# SAFETY!

Be Safe, Have Fun, and thanks for all the Babies!

9<sup>th</sup> Level Games believes that **RPGS** are fun-filled entertainments that can veer off the deep end into weird interpersonal and gross situations quite easily. **RPGS** are about having fun interacting with other people – and other people can be strange sometimes. Since this is a game filled with icky, strange, and downright atrocious behavior, we just wanted to highlight a few safety rules that we think make playing **KOBOLDS ATE MY BABY!**<sup>™</sup> safe, fun, and easy to play.

9th Level Games truly wants everyone to be able to embrace and enjoy the tabletop experience. To do that, we need to be aware that the improvisational nature of roleplaying leaves open the possibility of crossing into areas that may be uncomfortable or even triggering for our friends (*and doubly so when playing with people that we don't know well, or even at all*). It's important for players to feel comfortable and safe when they are engaging with roleplaying games – especially when those games are about eating infants with your sharp, pointy teeth (*or being eaten yourself by a mouth with a different set of teeth entirely*).

Even when you are gaming with people that you know well, having a conversation about boundaries and a discussion of whether you should use specific safety mechanics is a good idea (*especially if*

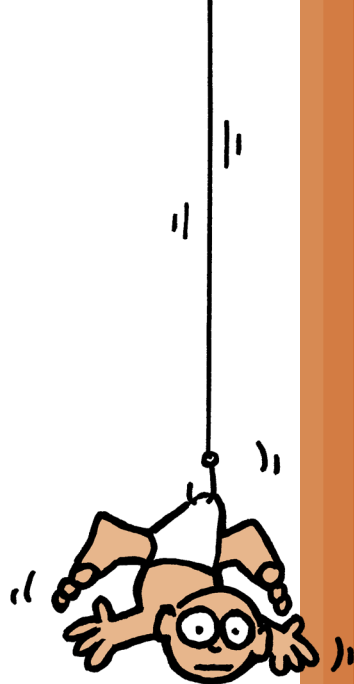
*you have been playing with that group for a long time – things and people change*).



**KOBOLDS ATE MY BABY!**<sup>™</sup> is ultimately a humor game. When something stops being funny – stop doing it. If someone says to you – hey, that's

not funny. Stop. Period. You don't need an explanation, just stop.

**KAMB (KOBOLDS ATE MY BABY!™)** has an Open Door Policy. You can leave the game at any time for any reason – you don't owe anyone an explanation. You are not required in any way to explain or defend your decision – take the door, stay safe. It could be for an emotional reason, a bio break, to take an important phone call, or just because you know that you need to leave the game. No one should ever be questioned, made fun of, or coerced to stay and play.



If there are things that you don't want to come up in your humor game – let everyone know. At any time during a game if you think that something is crossing a line – even if you didn't mention it before, just say “Let's Not Go There” or “Please No” or “Yes, Jim, we hear you, but how about not this time my dude”. If anyone doesn't stop after you have asked – it's The Mayor's job to use the Open Window policy and ask them to jump out of it. If the problem is The Mayor™, we direct you back to the Open Door. Wisdom!

So, let's keep the game to a level of coyote-explosion cartoon violence and mayhem. It's funny to rub your tummy and say “mmm, tasty baby” – it's another thing to go into anatomical detail. Let your Kobold act as badly as you want – but remember that you and others at the table are people and can be offended.

Finally, and this one is the most important – be loud! If you can't let go, be silly and dumb and loud, and really enjoy **KAMB!** When can you? If you are in a place where it would be inappropriate to be loud, dumb, loud, juvenile, sarcastic, spastic, sophomoric, impolite, and loud – maybe, hear me out here – just don't play Kobolds there.

Stay Safe. Have Fun. May the Babies be Delicious.

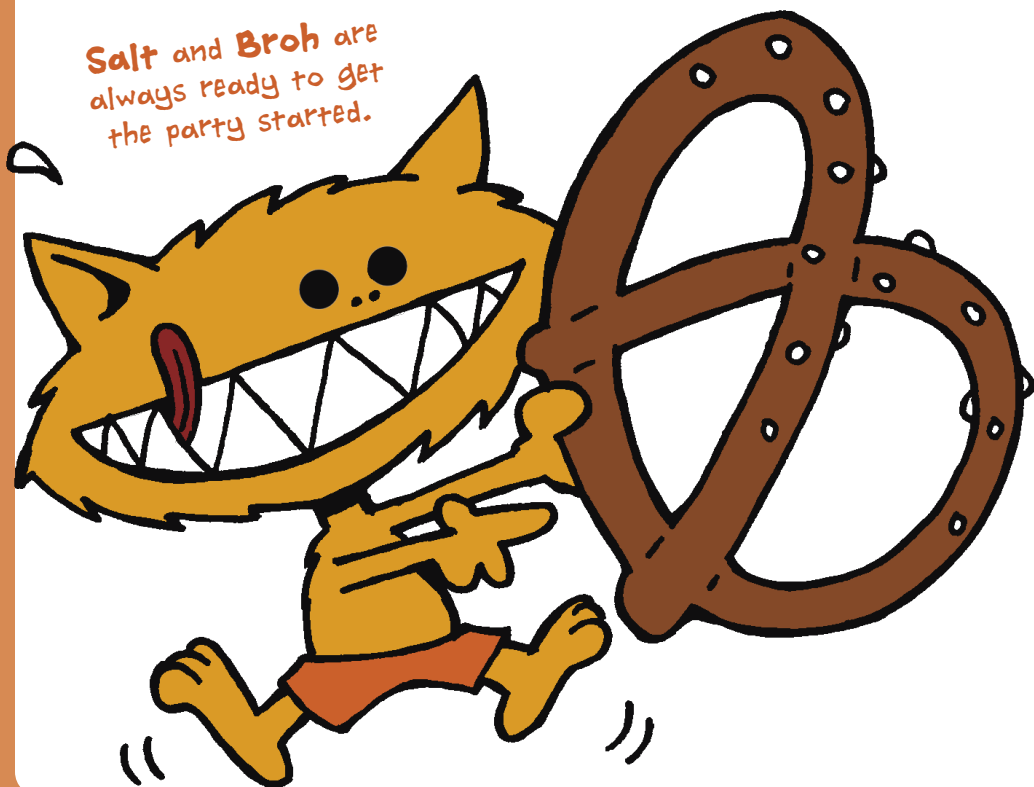
# BEFORE YOU PLAY!

You don't need a lot of things to play **KOBOLDS ATE MY BABY!**<sup>™</sup>

Someone should own a copy of this book\* and read it at least once. You will also need many – like many, many character sheets. You can copy one from the back of the book or download it from our website while the internet lasts (@ <https://www.9thlevel.com>)

You will need a set of **polymorph**<sup>™</sup> **KOBOLDS ATE MY BABY!**<sup>™</sup> dice. These are like any set of polyhedral dice that you may have to play fantasy roleplaying games with – but, **polymorph**<sup>™</sup> games only need the **d4**, **d6**, **d8**, and **d10**s. Honestly, **KAMB** really just needs the **d6**s. Having multiple **d6**s will really help, especially if you do not feel like sharing, but it is vital that you have at least one single **d6**.

Salt and Broh are  
always ready to get  
the party started.





# polymorph

You should also have pens, pencils,  
or crayons to write.\*\*

Most importantly you need snacks.  
Beer and Pretzels are  
traditional favorites.



*\*Everyone should buy a copy. Please  
buy extra for your friends, children,  
coworkers, elderly family members,  
libraries, enemies' children, and  
bizarre holiday gift exchanges.*

*\*\*Your Kobold may not be able to write,  
but you can pretend that you can.*

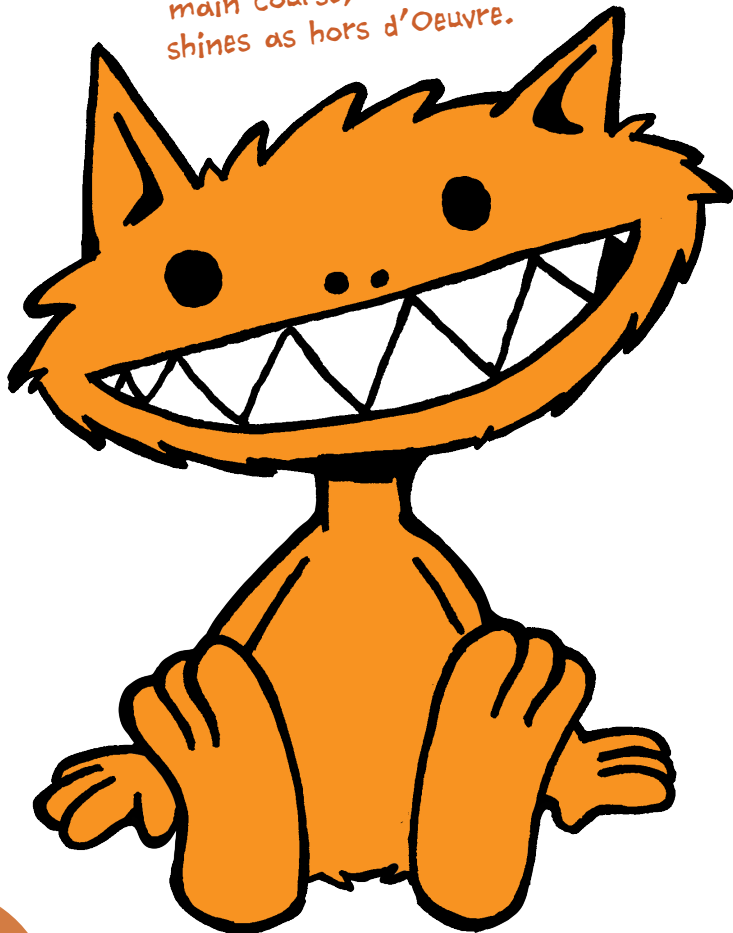
# WHAT IS A KOBOLD?

Imagine for a moment that you had to line up, in order of their relative might and power, all the “dark and evil” fantasy races. Thank **VOR** for internet reviews! Could you imagine trying to sort it all out without them?

On the far left, at the top end of our scale, you would probably have some demon that is the eternal manifestation of bad-assitude, and on the far right\*, you might have the Gerkin (*basically the Goblin version of a halfling*). If we were to look at what that Gerkin was busy barbequing, we would undoubtedly find a Kobold or, at least, the most delicious bits of one!

As this is a new edition of a classic roleplaying game, the next thing that happens is that a good friend comes over and whispers in your ear that evil races are just not like the done thing anymore (*they were always nonsense anyway*). Everyone and everything has a chance to stand up on their own, and do feats of great derring-do etc. Luckily for us, Kobolds aren't really evil, just

*Kobold makes a wonderful protein for a main course, but really shines as hors d'Oeuvre.*



smelly, dumb, and hungry – and way too lazy to strike out and topple the weird patriarchal society they live in.

Kobolds are a completely insignificant race of small, furry dog-like humanoids with little in the way of redeeming qualities\*\*. They are not related to dragons or other sundry lizards, no matter what you may have heard from some other way more successful roleplaying tome.

The lowest of the low, Kobolds are weak, stupid, slovenly, cannibalistic buggers who lead brutal, short, and silly lives. Outside of enlisting to be cannon fodder for evil armies or lackeys for power-mad (*but very cheap*) warlocks, Kobolds have very little to offer the world. Well, except as cooks. Kobolds are naturally gifted at taste and smell and have souls that sing when they are pouring sauces and spices into a stewpot. They have an amazing sense of taste, and instinctively know how to complement flavors. Kobolds would have taken over the culinary world a long time ago, if it wasn't for the fact that while they are excellent cooks – they are also excellent cooked. They are, as we mentioned earlier, damn tasty, which makes them welcome both in and around any cooking fire. When dealing with others, Kobolds have a tough time trusting people that want to eat them (*so, basically everyone*) and take personal umbrage at anyone that doesn't want to eat them (*we're delicious damn you*).

Physically, Kobolds are the shortest of the underground races, barely breaking 2 feet tall. They are covered in bristly orange fur and have huge heads to accommodate their surprisingly large mouths. Said mouths being filled with many sharp, pointy teeth. Kobold mouths take up most of a Kobold's face, leaving scant room for the beady little eyes and two tiny nostrils for a nose.

*\*We don't mean far-right politically, but just to be clear, even a mightless Kobold would punch a Nazi in the face.*

*\*\*If it was good enough for Gygax it is good enough for us.*



# KOBOLD METAPHYSICS

We have to stop for a minute here and explain Kobold religion to you – or the rest of this isn't going to make any sense. Now, Kobold religion is a simple affair; all Kobolds worship Vor, the Big Red Angry God™.

*Pious Kobolds try hard to ignore VOR and never say his name.*

Like most gods, Big Red wears a number of hats. In his case, that number is two – as he is both the God of Kobolds and the God of Anger. While all Kobolds revere him, there are many interpretations of the words of Vor – there are the Vorthodox, the Ultravorthodox, Revormists, Vorism, Severed Day Advorists, Vortheran, Vorlican, The Vortanic Temple (*not to be confused with the Church of Vor*), Vortology, and of course the Vormon's Church of Larder Day Saints™.\*



All the sects share a similar creation story. Just as the Polyverse™ was about to be open for customers, the Greater Gods called everyone in to divvy up what they would become the gods of. Vor, being an angry young God, overslept and nearly missed the entire thing. When he arrived at the Sacred Mountain, the only thing left to be the God of was “the Kobolds”. The Kobolds were overjoyed. Vor, was not.

After about five minutes of being their god, the Kobolds managed to piss Vor off so much that his rage level surpassed that of the newly minted God of Wrath (*who immediately disappeared in an angry puff of sulfur, in order to be the God of Anger, you must be the angriest*). Vor's hatred of the Kobolds has kept him on that throne ever since.

Vor likes a lot of things. He likes being Angry. He likes Potato Salad. He likes Disco, internet forums, and freeways. But you have to understand – **VOR HATES THE KOBOLDS. HATES THEM.** The only thing that **VOR** hates more than Kobolds, is a coward. After just a few millennia of judicial (*and not so judicial*) use of Angry Red Bolts of Lightning™ and other amusing forms of divine intervention, **VOR** has pretty much managed to completely eliminate fear from the Kobolds' genetic makeup. While he had been hoping this foolhardiness added to their innate incredible ineptitude would ultimately lead to an extremely entertaining extinction event, he neglected to take into account the effect that fearlessness, general uselessness, and a whole lot of free time would have on their breeding habits. Kobolds reproduce at an astonishing rate. Just think for a moment how many are killed by the average player character of other games just to reach 2nd level, and then consider that there are still more Kobolds!

Combining high birth rates, low standards, and being the most fearless of all the intelligent\*\* species is literally\*\*\* what keeps the Kobold race viable. Any other race would have packed it in long ago, thrown in the towel, and faded into extinction. But not our Kobolds. Odds don't matter to them, they aren't going to learn from their mistakes, and in their pea-sized brains they've always got a chance. Ironically, it is their complete lack of self-preservation that is preserving\*\*\*\* the whole lot of them.

*\* Just so you know we don't actually have a Trademark on Larder Day Saints. It's just a joke. A joke that we are going to beat to death with our keyboards.*

*\*\*Intelligence being measured as anything more self-aware than celery.*

*\*\*\*Actually literally, not figuratively literally.*

*\*\*\*\*Kobold Preserves are truly delicious though, if you get a chance.*



# A DAY IN THE LIFE OF A KOBOLD

The Kobold habitat is truly a remarkable thing, since, much like hygiene, architecture is way beyond the capacity of a Kobold's walnut-sized brain. Kobolds live in **THE CAVES™**.

Not just any cave – even though to a Kobold, any decently sized hole near a food source (*usually a human village*) is The Caves™. At the heart of all Kobold Caves lies the Chicken Bone Throne, where the King of All Kobolds, King Torg™ (**ALL HAIL KING TORG!**) rules over his minions with The Iron Stomach, which is much larger and more impressive than a Kobold's fist, even an iron one.

King Torg™ (**ALL HAIL KING TORG!**) demands utter obedience, fierce loyalty, thirteen meals\* a day, and the occasional bedtime story. To keep him content and fed, Kobolds spend most of their time cooking; or gathering, borrowing, bartering, buying, but actually mostly likely stealing – food.

Now, a Kobold can (*and will*) eat just about anything – nuts, grains, dairy, meat, vegetables, tables, chairs, crockery, and so on and so forth. Anything remotely edible is a calorie waiting to burn up in the endless gullet of Kobold-kind. Solids, liquids, gases, plasmas – all sound tasty to a Kobold. In fact, Kobolds can eat almost anything they can fit in their comically sized mouths that isn't glass, metal, or enchanted with a "Make Inedible to Kobold" spell\*\*. But the King – he's looking for something better. You know, something tasty, like his all-time favorite dish – **FRESH HUMAN BABY!**

And not to worry for the King. If you don't bring him back something tasty, he'll just eat the nearest Kobold (*we've established that Kobolds are delicious, right?*).

Oh, and what's that. But, You, why yes....

# YOU ARE A KOBOLD!

We'll let that sink in for a minute. In **KOBOLDS ATE MY BABY!**<sup>™</sup>, you play the role of one<sup>\*\*\*</sup> of these little orange beasties, woefully unprepared for the cruel, yet hysterically funny, fate that awaits you. As a Kobold, you will travel your tiny world hoping to fill King Torg's belly (**ALL HAIL KING TORG!**) with something delicious that isn't your body.

So, ask yourself, am I born to die; to lay this tiny orange body down? Steel yourself to the fact that you aren't getting out of this alive bubba. You will be crushed by cows falling from the sky. You will joyfully march to your death at the beaks of blood-thirsty chickens. You will be obliterated by meteorites, betrayed by friends, and if you avoid being brained by frying pans you might just end up sizzling in one.

Welcome to the wonderfully,  
wooly, wacky world of  
**KOBOLDS ATE MY BABY!**<sup>™</sup>

The Frying Pan  
is held in high  
regard by Kobolds.



*\*Breakfast, Breakslow, Second Breakfast, Brunch, Luncheon, High Tea, Afternoon Delight, Dinner, Pudding, Supper, Low Tea, Dessert, and Midnight Snack.*

*\*\* Make Inedible to a Kobold is a required spell for any warlock looking to hire Kobolds as henchmen – otherwise, their laboratories will disappear after the first lunch bell.*

*\*\*\*One at a time at least.*

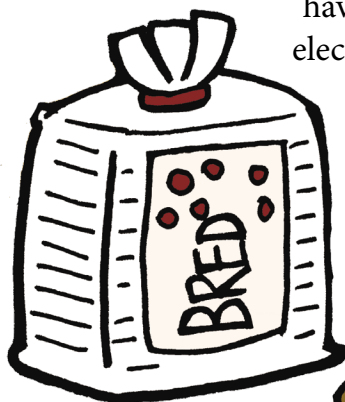
# THE MAYOR™

Like any cult you will need a charismatic leader to hand out commandments and distribute the pamphlets. Also, like a good cult, you want to give everyone the illusion of choice, so we have named our storytellers The Mayor™.

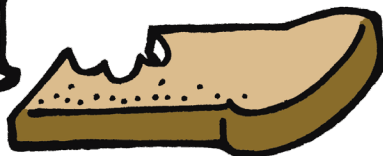
The Mayor™ or **TM**™ for short.

The Mayor™ or **TM**™ will help make the plot (*most often a shopping list of the King's current cravings*), guide you through making characters, remember some of the rules, lie about remembering most of the rules, make up rules, punish you for your misdeeds, punish you for celebrating your triumphs, create and control Non-Kobold Characters (**NKCS**), design towns, borrow your car, facilitate Random Kobold Horrible Deaths, eat your snacks, and in general be super cool.

If for some inexplicable reason, no one wants to be The Mayor™, or more than likely *everyone* wants to be **TM**™, you get to hold an election! Give speeches, cast secret ballots, cast public stones, solicit donations via aggressive phone campaigns, bribe public officials, have a runoff election, draw new unethical electoral districts, draw straws\*, play the “Not It” game\*\*, or simply take turns.



Check out **The Mayor's Desk** (*starting on page 100*) on how to be this super sweet, elected official.



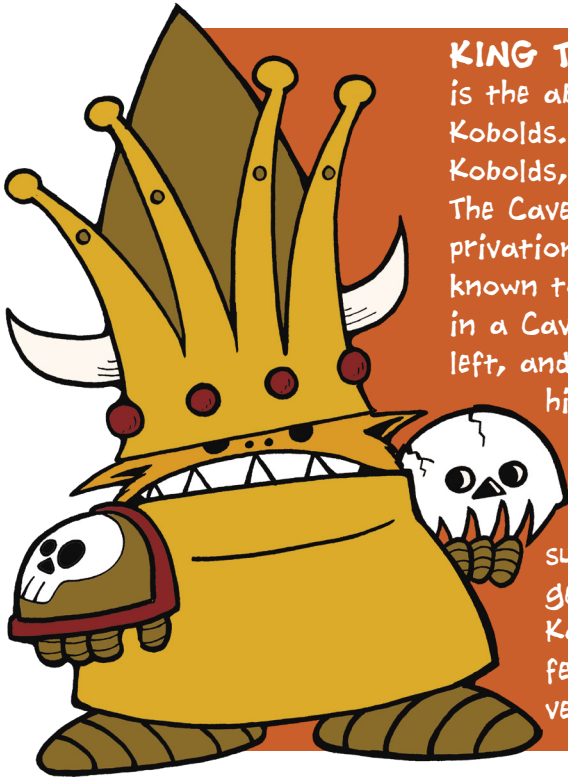
\*Art is subjective.

\*\*The “Not It” game is when someone touches a publicly appropriate body part, like their nose or ear; this indicates they are “Not it”. Other members of the group will notice and repeat the action until everyone is mimicking the first person. The last person to notice is “It” and must do whatever task everyone else is avoiding.



# ALL HAIL KING TORG!™

**ALL HAIL KING TORG™ (ALL HAIL KING TORG!)**



**KING TORG** (All Hail King Torg!) is the absolute monarch of the Kobolds. Fatter than all other Kobolds, the King seldom leaves The Caves. In times of great privation, the King has been known to eat all of the Kobolds in a Cave until just the King is left, and then ouroboros himself into Vor's realm. In times of plenty, the King must use his ample brains\* to make sure that the Caves don't get overrun, by sending Kobolds out to perform feats of daring-do with very high death rates.

The first and single most important rule every Kobold learns, even before how to order pizza, is the **ALL HAIL** rule. Whenever anyone says the name of the great, mighty, wonderful King of the Kobolds, **KING TORG™ (ALL HAIL KING TORG!)**, everyone must loudly, boisterously, with their full chest, shout, **ALL HAIL KING TORG (ALL HAIL KING TORG!)**! If anyone fails to express the proper respect for **KING TORG™ (ALL HAIL KING TORG!)**, they will immediately be given a **KOBOLD HORRIBLE DEATH CHECK™**.

But, what is a **KOBOLD HORRIBLE DEATH CHECK™** you may ask? We'll get to that shortly!

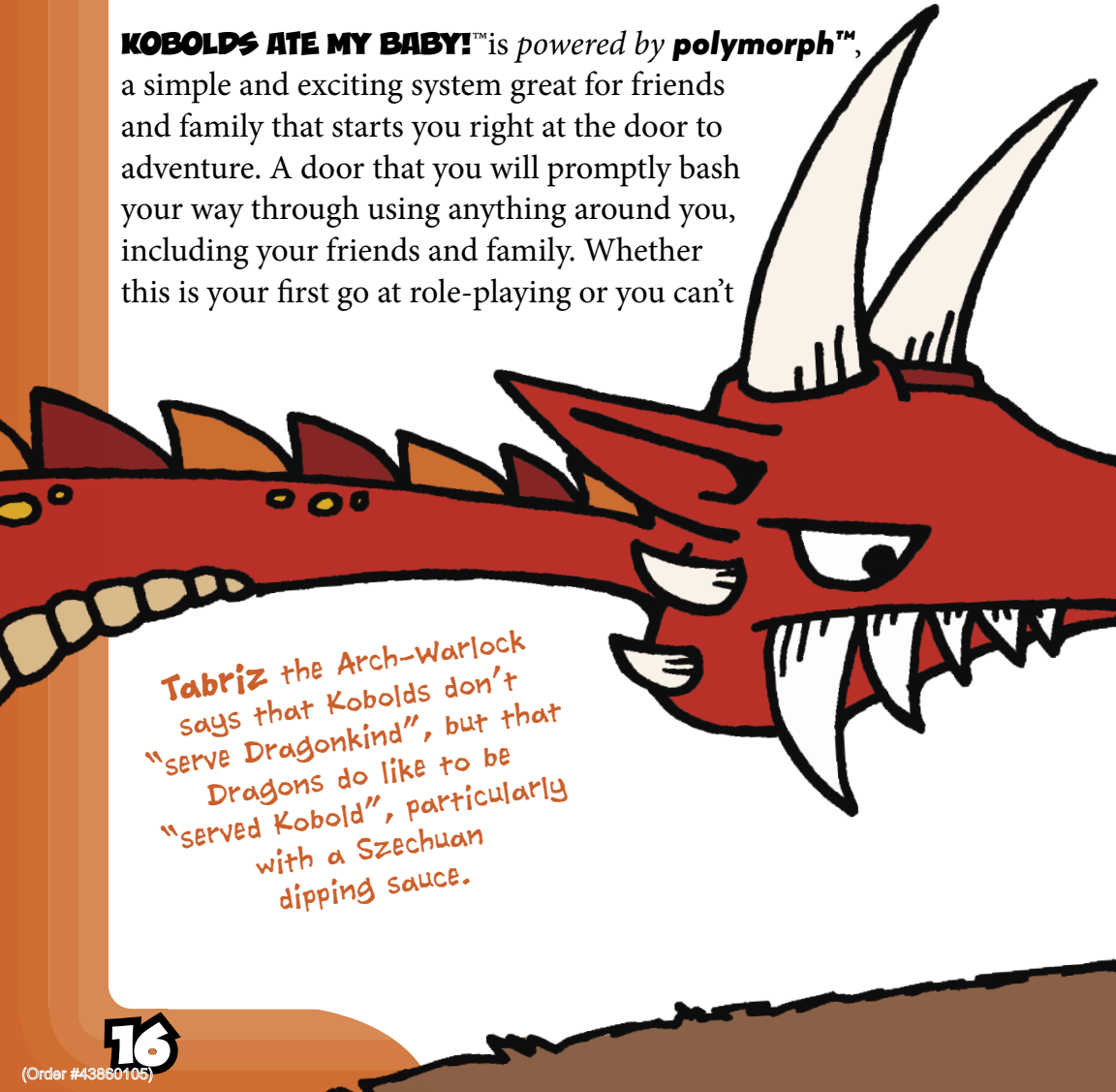
*\*Even the King's brains are fatter.*

# powered by **polymorph™**

**OR HOW I LEARNED TO STOP WORRYING AND ROLL MY DIE**

In your hands (or in your device at least) you have the latest in a long line of **KOBOLDS ATE MY BABY!™** roleplaying games. Over the years, the base system of the game has evolved from thumb-in-the-eye parody; to silly beer and pretzels over-the-top inanity; to this streamlined, modern game. Throughout it all, the jokes have stayed the same – the core idea has remained intact – but the world of Roleplaying Games has changed and grown.

**KOBOLDS ATE MY BABY!™** is powered by **polymorph™**, a simple and exciting system great for friends and family that starts you right at the door to adventure. A door that you will promptly bash your way through using anything around you, including your friends and family. Whether this is your first go at role-playing or you can't



**Tabriz** the Arch-warlock says that Kobolds don't "serve Dragonkind", but that Dragons do like to be "served Kobold", particularly with a Szechuan dipping sauce.

get enough, you are going to be ready to rock and roll in minutes.

Like any roleplaying game, in **KOBOLDS ATE MY BABY!**<sup>™</sup> you are going to make a character (*actually you're going to make a Kobold, and honestly probably a lot of them*), who is going to go on adventures (*well, forced to go gather food, but you know healthy, outdoorsy fun times, whatever*). Like most games, you will describe your actions to a game master (*The Mayor*<sup>™</sup>, *this part checks out*), who will then judiciously and impartially tell you which dice to roll (*well, The Mayor*<sup>™</sup> *doesn't have to be impartial or fair – in fact, they are definitely trying to kill you, but they will tell you when and what dice to roll, which is always going to be a d6*).

Then The Mayor<sup>™</sup> describes the outcome of your **ACTION** (*check, that's right*), then you will gather treasure and resources, and continue on your adventure. No, we're kidding. Did you forget what game this is? That probably isn't going to happen. You're probably gonna fail, take a Kobold Horrible Death Check\*, and die.

\*What is a Kobold Horrible Death Check? Chill out, we haven't gotten that far yet.

**Kobolds** do not fear Death, this is true. That doesn't mean that they want to be eaten, smashed, boiled, bashed, dismembered, remaindered, decimated, regurgitated, or flame-broiled.



# ACTIONS AND SAVES

Most games have Stats that are the numeric attributes defining the physical and mental makeup of most adventurers, monsters, and critters. Normally you would roll dice to determine these numbers indicating how strong, dexterous, constituted, intelligent, wise, and charismatic they are. However, Kobolds are none of those things. Instead of having to do any kind of fancy arithmetic, skill point assignment, or really much reading at all, we have provided for you an elegant system that is impossible for you to screw up – **polymorph™**.

*Kobolds can't read.*



An **ACTION** is anything your Kobold is trying to do. If there is a chance that what they want to do will fail, or otherwise cause harm – then it requires a die roll: spotting babies, climbing fences, slaying chickens, breaking hearts, kicking in doors, etc. So basically, everything that a Kobold tries to do is an **ACTION**. Taking an Action is a thing that a Kobold can do on their turn.



When your Kobold wants a thing to **NOT HAPPEN** to them this is called a **SAVE**: dodging attacks, resisting telemarketing pitches, surviving a fall, failing to be hypnotized, not catching fire, etc. **SAVES** usually happen on The Mayor's turn.

Depending on what type of **ACTION** or **SAVE** your Kobold is trying to perform, The Mayor™ will help you decide which one of the four **RESULTS** you are trying to achieve with your **ACTION** – **EAT, FEET, BEAT**, or **MEAT**. Once you know what result you want, you roll your **D6** and check the **RESOLVER™** on your Kobold Character Sheet™. If the roll matches one of the numbers listed beside that **RESULT**, you succeed! If it doesn't match you probably fail and need to take a **KOBOLD HORRIBLE DEATH CHECK™**.\*

Only the Kobolds ever roll dice, never The Mayor™, so you only have yourself to blame.

**OMG, A BIG SPIDER!** is attacking **VOSH**. He lets The Mayor™ know he is going to take off his Jeweled Flip Flop and smash it. For a straight melee attack, **TM™** tells **VOSH** to roll **BEAT**, which needs a 3, 4, or 5 to succeed. **VOSH** rolls his d6 and gets a 4, he **HITS!** Now he gets to roll **DAM!** See **DAMAGE** Page 29.

*\*You really are getting pushy about these Kobold Horrible Death Checks. If you can't wait, head to page 36.*

# BASIC RESULTS



## EAT

## 2 3

**EAT** rolls (*mmm eating rolls*) are for any **ACTIONS** your Kobold does with their head, which is mostly eating or biting. On a rare occasion when they use their heads for something other than eating your Kobold might think of a clever plan, use their eyes to search, talk to humans or critters (**NKCS**), pull something from the recesses of their tiny memories, track food, or hack the mainframe – you are going to roll **EAT**.

**EAT SAVES** are for when someone tries to order your Kobold around with stuff like mind control, charm, or bullying; or when they become disoriented from things like spells, alcohol, or repeated head injuries.



## FEET

## 3 4 5

**FEET** rolls are for fast, dexterous, or other challenging movement **ACTIONS**. A good adventurer is great at running, jumping, dodging, and all-around general athletics. Your Kobold is likely to trip stepping out of their own cave, so you have to make a lot more rolls for basic movements. Anytime your Kobold needs to be sneaky, pick a pocket, pole vault, climb a rope, win a foot race, or play pinball, – you are going to roll **FEET**.

**FEET SAVES** are for things like avoiding falling rocks, needing to skedaddle, running like a coward, and making sure that a trap hits the Kobold next to you.



# BEAT 4 5 6



When a problem comes along you must **BEAT** it! **BEAT** is for combat **ACTIONS**, breakin' stuff, and otherwise general mayhem. When your Kobold wants to attack something, which will be pretty much all the time – you are going to roll **BEAT**. It doesn't matter if it is close combat or ranged, alive or dead, friend or foe, salty or sweet, neorealist or impressionist, you will roll **BEAT**.

Most of the time when someone tries to hit you back, you will roll a **BEAT SAVE**. **BEAT** Saves can also be used for non-combat situations that seem like combat situations, like playing video games, defending your P.H.D. thesis, or slow dancing.

# MEAT 5 6



**MEAT** is used anytime your Kobold wants to do some kind of feat of strength or guts. When you need to stand your ground against a raging chicken or lift an extra-large sammich you will roll **MEAT**.

Anytime you eat something questionable like roadkill, take a swig from a wizard's flask, or try another Kobold's cooking you will also roll a **MEAT SAVE**. Getting it down might be an **EAT** roll but keeping it down, now that is a **MEAT SAVE**.



# SPECIAL RESULTS

If a Kobold has failed to hit one of the target numbers for whichever **RESULT** they are hoping for, not all hope is lost. It may still be possible to succeed if you roll a 1 **KOBOLD** or a 6 **CHEAT**. These **RESULTS** are special, and a Kobold isn't usually trying to roll them. There are bonus results that get justified after the fact, like why you deserve this giant bowl of ice cream that you're eating even though the house is still filthy.\*

## KOBOLD

## 1



Whenever you make a roll, if you roll a 1, and the **ACTION** is something that a **KOBOLD** excels at, then it succeeds. What kind of things do Kobolds excel at besides eating? Well, not a whole lot so they will have to wheedle and cajole and explain it to The Mayor™.

Some examples of things that come to mind are: cooking, biting, scratching, being eaten, refusing to follow directions, using their head as a battering ram, getting a belly ache from that giant bowl of ice cream that you definitely deserved, being fearless, tasting great, smelling in the dark\*\*, being smelly in the dark, starting fires, and many other dumb and desperate actions that you will ridiculously swear to during play.

**SLOD** is trying to cook an elegant Souffle a la Truffled Baby for his fancy meal to impress King Torg! (All Hail King Torg!). He rolls a 1 on his **EAT** roll. This would normally fail, but cooking (and being cooked for that matter) is very much a thing a Kobold can do. **SLOD** tells The Mayor™ why this should be a successful Kobold **ACTION** and **TM**™ agrees. **SLOD** succeeds on a 1 and makes the most scrumptious meal for King Torg! (All Hail King Torg!). Now, once he pulls out that crème brûlée torch to finish it off, who knows? Being on fire is also a thing Kobolds excel at, but that's a different topic.



# CHEAT

# 6



If all else fails (*and believe me, you will fail a lot*) there is always the option to **CHEAT!**\*\*\* Whenever you roll a 6 you can **CHEAT!** to automatically succeed. This may be to overcome a failed **EAT** or **FEET** roll, or it may be because what you were trying to do is obviously ridiculous and there is no way that you could do it without **CHEATING**.

If you choose to **CHEAT**, you must take a Kobold Horrible Death Check™. If your Kobold fails the Death Check™ you can still succeed at some super sweet **ACTION**, possibly helping out your fellow littermates or maybe dragging them all to The Hells with you if they are the cause of your demise.

**BAIL** needs to parkour up a wall to grab a Lucky Chicken Foot. **BAIL** rolls 6 on a **FEET** Roll. **BAIL** tells **TM™** that they **CHEAT** to skitter up a convenient ladder that was just there the whole time. Didn't you see it? So, **BAIL** takes a Death Check™ and the Lucky Chicken Foot. It's a win-win!



How long could a game go on with the premise of stealing a loaf of bread? Long. The Miserably long.

\*Because you do!

\*\*For humans the sense of smell strongly informs the sense of taste. But Kobolds don't have noses (merely nostrils), so for you the inverse is true. Your sense of taste is so refined that you can actually taste the smell of things. In addition, your eyes are so accustomed to living and hunting in deep, dark caves that you can see as well in near total blackness as you can in the light (mostly through echo-taste-location).

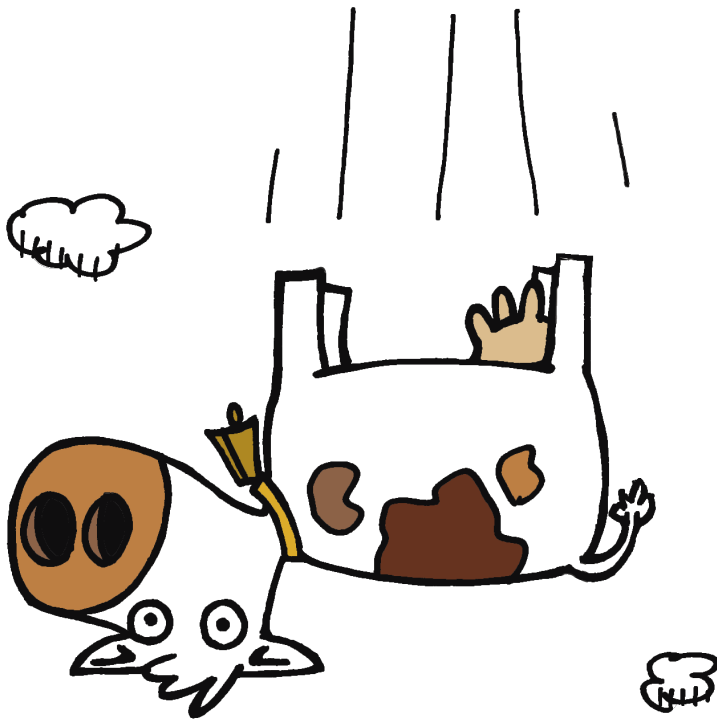
\*\*\*Please, always let The Mayor™ know when you are CHEATING.

# CHAOS 2 4 6

Sometimes, the order of the day is just going to be completely Random – and The Mayor™ may call for a Chaos Save. When you are rolling for Chaos, you want to roll your die and get an **EVEN** Result (2,4, or 6). Getting an **ODD** Result (1, 3 or 5) results in something Odd Happening!

## THE RESOLVER™

1	KOBOLD
2 3	EAT
3 4 5	FEET
4 5 6	BEAT
5 6	MEAT
6	CHEAT



**Kobolds** aren't evil. They're just hungry. Way hungrier than you have ever been. They look at everything as a potential meal. This is why all Farm Animals fear Kobolds, except Chickens who are even dumber than Kobolds. The Polyverse™ has a weird sense of humor and balance, and since Kobolds are such a blight on farm animals, sometimes, cows just fall out of the sky and squash Kobolds to death. Research Wizards believe that this is used by the Polyverse™ as a sort of Chaos Release Valve, keeping the rest of the orderly Polyverse safe. Physics wins again!



# 'VANTAGE

Normally, when a Kobold takes an **ACTION** or makes a save, they just roll the die (*the d6*). A whole mess of things can affect how that's gonna shake out though, and some of these will cause you to roll not 1, but 2 dice instead. This is called **'VANTAGE**.

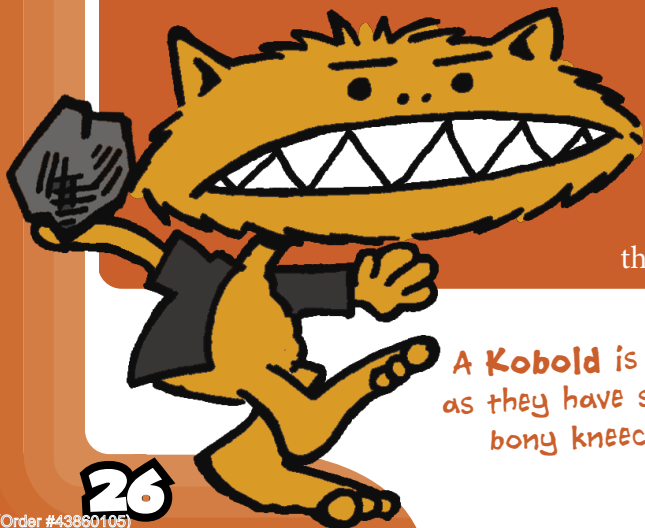
When something good is happening to your Kobold you have **ADVANTAGE (ADV)**; when something bad is happening, you have **DISADVANTAGE (DIS)**. Either way, you are going to roll **2d6** and only two (*no, it doesn't stack that would be totally ridiculous, you power-gaming minmaxer*). If your Kobold has both **ADVANTAGE** and **DISADVANTAGE** these states cancel each other out and you go back to just rolling a single **d6**.

## ADVANTAGE

If a Kobold has **ADVANTAGE** they roll twice (*or 2D6!*) but they still only need one success! Lots of good things give **ADV**: **TREATS**, **ITEMS**, **SPELLS**, witty banter, stupid plans, smart plans, disabled enemies, **JOB** specialties, etc. The Mayor™ and the Kobolds can think of all kinds of great reasons to give a roll **ADV**.

**YEET** has some sick shades on. He thinks it makes him look cool, and so do those impressionable orc teens. He gives a snappy “heeeey” to them and makes a **MEAT** roll to prove he's rad. His shades give

him **ADV** to being **DOPE**, so he rolls 2D6, getting a 2 and 5. He gets to use the better of these, the 5. The orcs let him hang with them and eat the pizza rolls their stepmom is making.



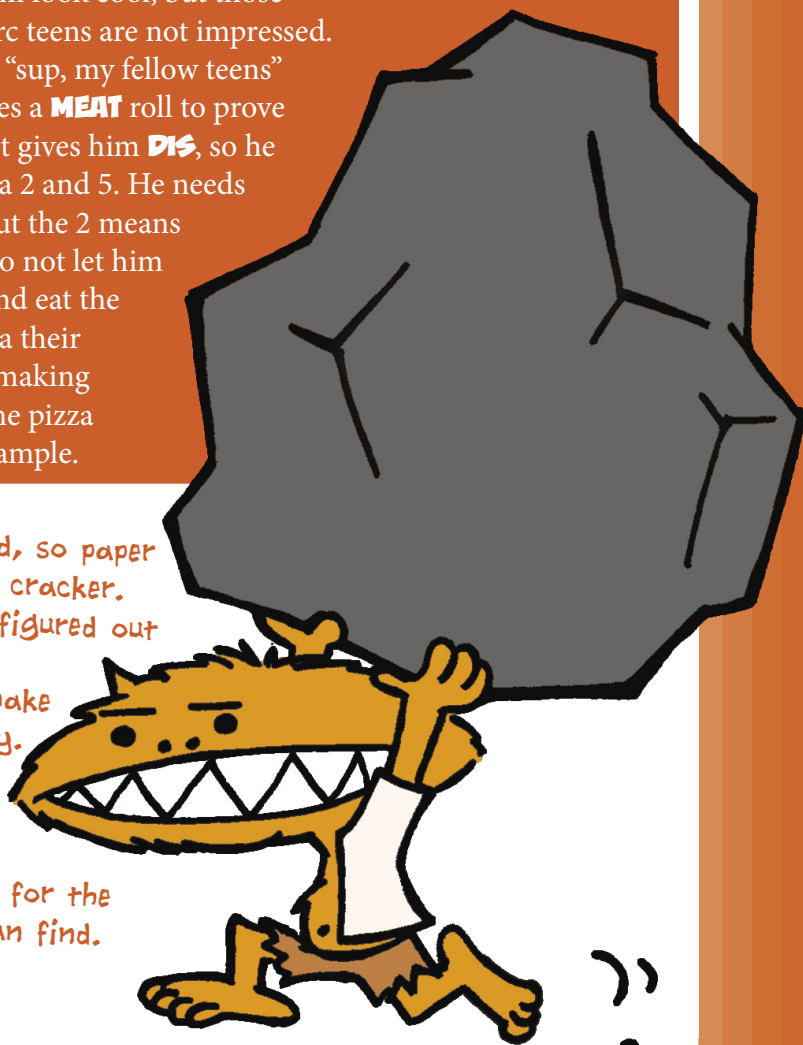
A Kobold is never without a weapon, as they have sharp claws, pointy teeth, bony kneecaps, and empty skulls.

## DISADVANTAGE

If your Kobold has **DISADVANTAGE**, you roll twice (or **2d6!**) but *you need both rolls to succeed!* Kobolds can get a **DIS** for any number of reasons: when an **NKC** (*Non-Kobold Character*) has **ADV**, injury, curses, stupid plans, smart plans, drinking, tasks above your pay grade, enemies that are too big, etc. The Mayor™ and any tattletale Kobolds are encouraged to think of think of ways to give you a **DIS**.

**YEET** is wearing the t-shirt of his favorite dungeon synth\* band. He thinks it makes him look cool, but those impressionable orc teens are not impressed. He gives a snappy “sup, my fellow teens” to them, and makes a **MEAT** roll to prove he’s hip. His t-shirt gives him **DIS**, so he rolls 2D6, getting a 2 and 5. He needs both to succeed but the 2 means failure. The orcs do not let him hang with them and eat the French bread pizza their stepmom started making after they ate all the pizza rolls in the last example.

**Kobolds** can't read, so paper is just a thin wafer cracker. No Kobold has ever figured out how to properly use scissors, but they make a fine stabby-stabby. This is why Kobolds make decisions with Rock-Rock-Rock where everyone looks for the biggest Rock they can find. Good ol' rock.



\*It's KOBOLD. Check it out, its rad.

# BARK LIKE A KOBOLD

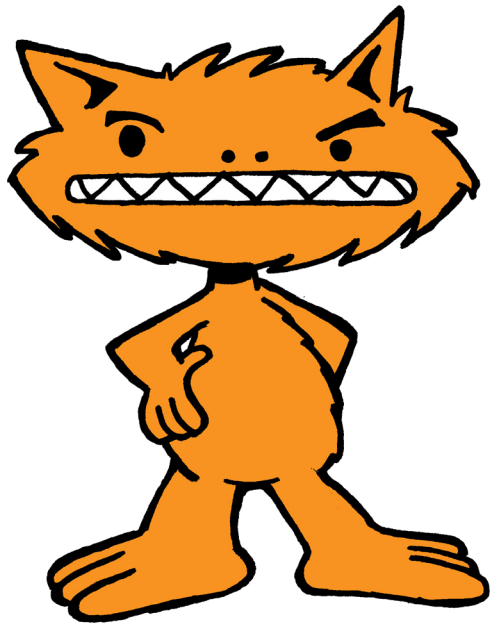
Kobolds shouldn't be. Literally, everything in their existence has been stacked against them. They are small, dim, and delicious – they should have been ground into a meatloaf a long time ago. Kobolds are known for being exceptionally good at cooking and particularly bad at everything else. So, how is it that Kobolds still show up in dungeons to fight by adventurers and enlist in the armies of evil warlocks? It may be the Barking.

The laws of the Polyverse™ are not fair, but, when stretched out to a cosmic level – it does appear that they may be balanced.\* The universe has given very little to the Kobold, and then made it worse with a grumpy deity, a cannibal monarch, and let's not even get started on being a hunted animal the color of high visibility. So, barking, is giving something back. Ignorant of all the rules of evolution, what fuels Kobolds is a unique ability to make anything possible. This tenacity contributes to their fundamental belief that, this time, things will be different!

When something goes wrong (*but they haven't actually died*) a Kobold can **BARK**. To **BARK**, the **PLAYER** (*not the character, the player*) can bark, growl, and generally act like a Kobold to pick up the dice and try again. If the Kobold fails again – fate has decreed this failure and further barking is of no use.

Be warned, each time someone **BARKS**, you must be louder, better, and more Kobold-like than the last player who successfully barked.

The Mayor™ is the final judge of whether your barking is “better”.



“woof. Grrr. Bark. Arf, Arf! **AWOOOOOO!**”

# EFFECT



Effects Affect.

Many things that Kobolds do (or have done to them) have effects like **DAMAGE**, **DURATION**, or **QUANTITY**. After determining the **RESULT** of an **ACTION**, sometimes, you need to determine the **EFFECT** – by rolling your die.

## DAMAGE

Violence often has consequences. When your Kobold **HITS** an **NKC** (Non-Kobold Character) or an object you get to roll **DAMAGE** (**DAM**)! You will roll your die and do that much **DAM** to the target.

**NKCS** and objects have **HEARTS** which track their health or operational status. Once you have bashed, bitten, and burned your way through all of those **HEARTS**, the subject of your scorn will meet its bloody, splintered, flaming demise. It's the responsibility of The Mayor™ to keep track of all the **DAM** and **HEARTS** (and do that pesky math). You don't have to remember numbers; we don't want to hurt any Kobold brains this way.

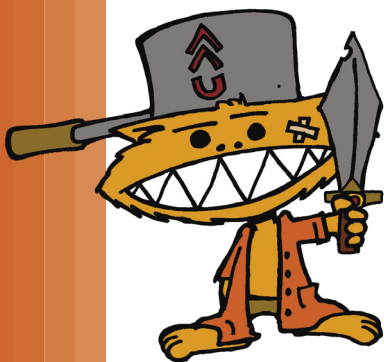
When your Kobold gets **HIT**, which will probably happen a lot, instead of losing **HEARTS** you take a Kobold Horrible Death Check™.\*\*

**SNAX** needs to smash the face of a particularly loud Troll. On a successful **BEAT** roll of 5, **SNAX** wallops the dude with a crusty loaf of French Bread; they roll for **EFFECT** and cause 3 **HEARTS** of **DAM**. Now, the Troll returns the favor and tries to bore **SNAX** to death by talking about their favorite podcast. **SNAX** rolls an **EAT SAVE** to try to resist the pain in their head but gets a 4 and fails. **SNAX** takes a **DEATH CHECK**™ as they suffer through the droning noise.

*\*Or at least balanced in the current meta. Until the great Nerfing cometh!*

*\*\*Finally, here is where you tell us about Death Checks. Sorry, not quite yet. If you need to look ahead, everything about Kobolds Horrible Death Checks is on page 36.*

## A LITTLE VIOLENCE AMONG FRIENDS?



Kobolds are responsible for 93.7%\* of their own deaths, and a large part of that is fighting with one another. Whenever two or more player Kobolds engage in acts of wanton violence\*\* against each other, each Kobold takes an **ACTION** (*they don't need to make Saves against being attacked*). When infighting, instead of rolling for **DAM** a Kobold that manages to **HIT** another Kobold deals one Kobold Horrible Death Check™.

**VOSH** has a bright and shiny Golden Artichoke. **SOUX** thinks it is super neat and wants to steal it. **SOUX** rolls **FEET** to quietly take the vegetable (fruit? I don't know what an artichoke is) from **VOSH** when he isn't looking. **SOUX** gets a 3, success! A little later **VOSH** notices **SOUX** has a cool Golden Artichoke, just like the one he has! **VOSH** decides to push **SOUX** down and take it! He rolls **MEAT** getting a 5, knocking **SOUX** over and taking the super dope Golden Artichoke all for himself. **SOUX** takes a Kobold Horrible Death Check™!

## QUANTITY, DURATION, AND OTHER QUALITIES OF EFFECTS

Sometimes, the **EFFECT** of an **ACTION** isn't to cause **DAM**. Weird, right? In those cases, you can still roll for **EFFECT** – and use the results as a quantity (*you find 4 pins in this haystack*), magnitude (*your heart grew 3 sizes that day*), duration (*you're mostly dead for 4 days*), position (*you move into 5<sup>th</sup> place*), or the like.

**SLOD** is in a life-and-death struggle with a medium-size Potato Golem. **SLOD** wants to bake him a little before taking a bite, so he uses a nearby house fire to light up his Broken Chair Leg and takes a swing. **SLOD** rolls **BEAT** and gets a 5, success! **SLOD** then rolls 2 **DAM**, notice! The **TM**™ asks for an Effect Roll see how many rounds the Potato Golem will be on fire. He rolls his die and gets a 4. The Potato Golem is going to take 1 **DAM** every round it is on fire; add a little salt and that spud will be nice and tasty by the time it runs out of **HEARTS**.



## UNTIL IT WASN'T FUNNY ANYMORE

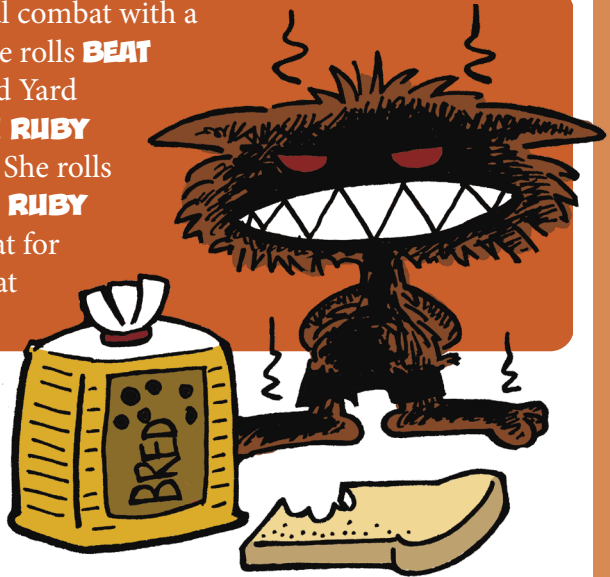
Regardless of what the dice say, the duration of any effect, positive or negative, is really “until it isn’t funny anymore”. No one really wants to be a frog for the entire game – unless it’s really funny that **YEET** got turned into a Frog and keeps talking in ribbits. Some limits are purely for randomness – like you have **d6** Firecrackers. Some are really to keep the gaming moving along – you have one shot with the Rambo Death Missile Launcher. Fires only burn for so long, bags only hold so many bagels, and some players don’t want to be frogs for an entire game.

## SOMETIMES DICE EXPLODE!

When rolling for **EFFECT**, if you roll a 6, your die explodes. No, not like that.<sup>\*\*\*</sup> In dice terms, explodes means that you get to roll another die and add it to this die. So, it’s possible to do 37 **DAM** to the Fire Unicorn (*though highly unlikely\*\*\*\**).

**RUBY** is engaged in mortal combat with a vicious Draconic Stoat. She rolls **BEAT** to smash it with her Spiked Yard Stick and gets a 5. Success! **RUBY** then rolls **DAM** and gets 6. She rolls again this time getting a 5. **RUBY** smashes the Draconic Stoat for a mighty 11 **DAM**! Take that you weaselly monster!

A Kobold can always **CHEAT** and make their Die Explode, they just take a **Death Check™** to do it.



<sup>\*</sup>I am absolutely making up this and all other statistics in this book.

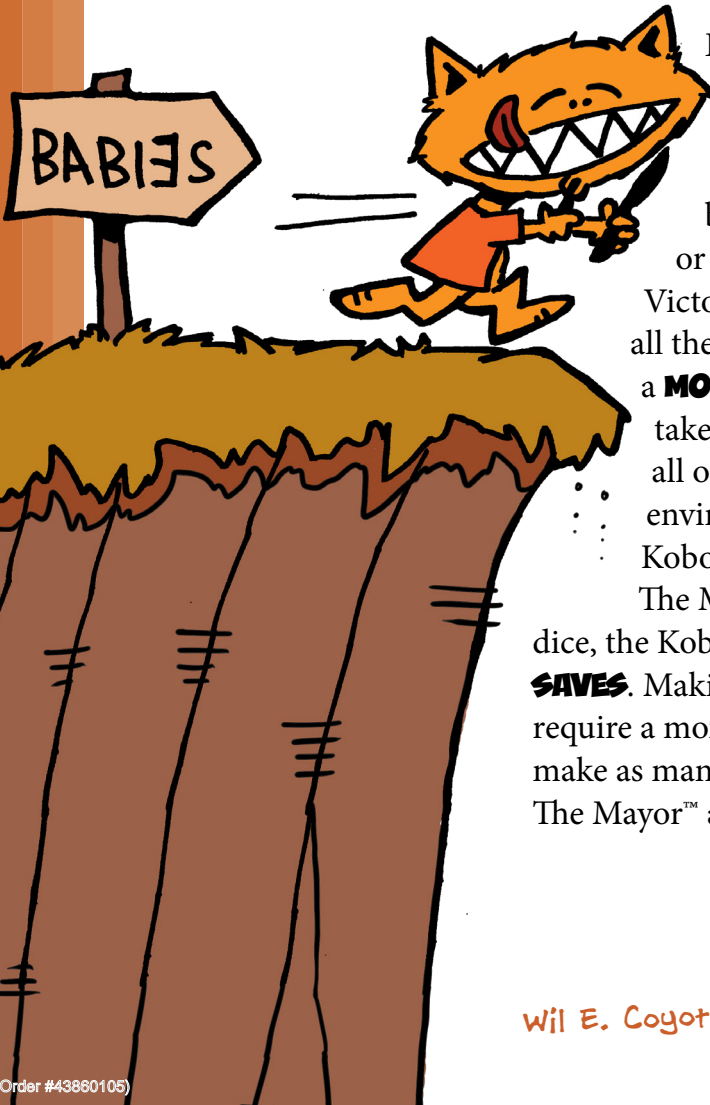
<sup>\*\*</sup>Please reserve wonton violence for Chinese Buffets.

<sup>\*\*\*</sup>In your defense, in this game it makes sense that you would think that.

<sup>\*\*\*\*</sup> Somewhere in the range of a 0.01286% chance.

# A MOMENT OF YOUR TIME PLEASE

Each round of play is separated between the **ACTIONS** taken by the Kobolds, and the desperate attempts to keep the universe together by The Mayor™. It really doesn't matter what order the players choose to go in, what is important is that in every round, every player gets a chance to do something fun and stupid. Making a roll, taking an Action, or the like "spends" your Moment for this round. If you try to take an **ACTION** outside of your **MOMENT, TM™** will give you a Death Check™.



Each **MOMENT** typically consists of anything you need to roll for, movement between locations, or turning in items for Victory Points™\*. Once all the players have had a **MOMENT**, The Mayor™ takes their turn and takes all of the actions of the environment and Non-Kobold Characters. Since The Mayor™ doesn't roll dice, the Kobolds will be making **SAVES**. Making a **SAVE** doesn't require a moment, and you can make as many saves in a turn as The Mayor™ asks you to make.

Wil E. Coyote was a Kobold.

# EATING AND DRINKING

While food and drink are the single most requested objects in Kobold lives, they are also super useful **ITEMS**. Consumables can give you temporary **TREATS** and even remove Death Checks™!

## FOOD

Just about any food a Kobold can shove into its mouth will give some kind of result, good or bad, and Kobolds think most things are food. Most food items (*real food, not just Kobold edible things*) remove a **DEATH CHECK**™ when a Kobold eats them – these are what Kobolds consider “nutritious foods” and make for a healthy diet. The Eating of Junk foods never heals your Death Checks™, but instead provides you with a temporary **TREAT** – like eating Reaper Pepper Nachos which gives you Fire Breathing for **1d6** turns!

## ALCOHOL AND OTHER INTOXICATING THINGS

Kobolds are far more likely to eat a teetotaler than be one – and are always on the lookout for their next buzz. Alcohol and other drugs, like junk foods, can come with awesome **TREATS**. However, when it comes to booze, they think they can hold their own, and like a college freshman, they can't.

When a Kobold takes an intoxicant, they must immediately make a **MEAT SAVE**.

If they fail, they are **DRUNK!** which gives them **DISADVANTAGE** on all **EAT** and **FEET**

Rolls for as long as they gain the **TREAT** of the beverage (*usually 1d6 rounds*). Any Kobolds that attempt to operate heavy machinery (*like driving a vehicle*) while **DRUNK!** takes a **DEATH CHECK**™\*\*.



\*Ohhhhhh, what are they and how do I get some of them badbois?

\*\*Don't drink and drive kids, that's what rideshares are for.



Kobolds barely evolved enough to spend most of their time walking upright. This has led to them using their four-toed front paws like hands. They have managed to develop an opposable opossum-like thumb which is mostly useful, but not extremely dexterous.

Kobolds have tiny brains and even smaller attention spans. This also means, unlike the majestic opossum, Kobolds have no understanding of storage (*and slightly less object permanence*). If something is not in your **PAWS**, you've already forgotten about it.

Consequently, you can only ever carry two **ITEMS** at a time – one in your **LEFT PAW** and one in your **WRONG PAW**.

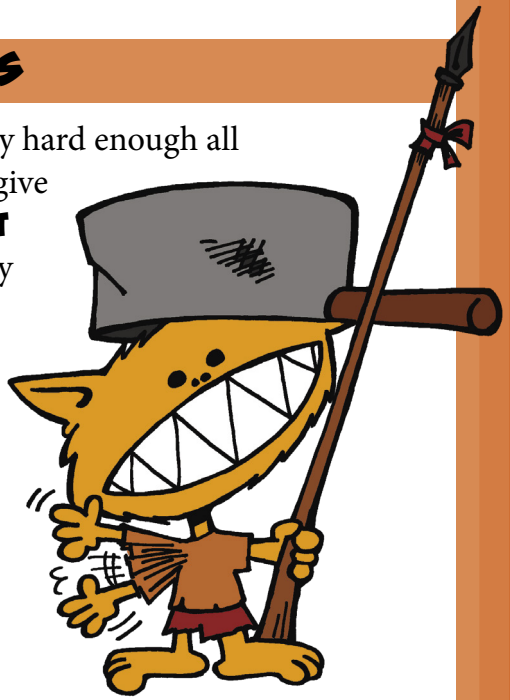
This means that if you are already holding two **ITEMS**, you need to drop one of them, in order to pick up something new (*like a baby*)! If you are caught carrying more than two **ITEMS**, you are **CHEATING** and must immediately take a Kobold Horrible Death Check™ and drop an **ITEM**.

Many kinds of things wind up in a Kobold's **PAWS**. Food, booze, babies, weapons, dishware, tiny shiny rocks, books, sammiches, large floral arrangements, a steering wheel of a '73 Delta 88, Molotov cocktails, lighters, parts of other Kobolds. Often having an **ITEM** will result in the **KOBOLD** asking for **ADVANTAGE** on certain kinds of rolls. In some cases, a Kobold may be carrying something that is less useful (*but more desirable, like say a 6-foot-long submarine sandwich*) which may cause **DISADVANTAGE** on certain rolls.

Some **ITEMS** are large and may require both **PAWS**. While this math is a little harder for a Kobold, it does mean they can only carry one 2 **PAW ITEM** at a time. Unless otherwise stated (*or really obvious like you know, a car, a whole human, a whale, etc.*) all **ITEMS** probably fit in one **PAW**.

## WEAPONS

All weapons are **ITEMS** and if you try hard enough all **ITEMS** are weapons. Most weapons give you some kind of **ADV** on your **BEAT ROLL**, or perhaps gives you an ability that you would otherwise lack as a Kobold.



## TREATS

**TREATS** are all the extra fun things your Kobold gets that don't really fit into their **PAWS**.

Were you a lackey for Tabriz during your gap year and managed to steal some scrolls? It goes into the **TREAT** box located on your Kobold Character Sheet™. If you reclaim a colander and craft it into the most spectacular **HELMET**, it goes right under **TREATS**. Did you spend a summer taking steroids because of that Kobold who likes a Kobold with **MUSCLES**?

**TREATS**. Steal a golden idol from a group of indigenous people because you think it belongs in a museum (*or maybe you just think it is chocolate wrapped in gold foil*) but you should have left it with the rightful owners all along, so now you are **CURSED**? Believe it or not, it still goes under **TREATS**.

Your Kobold will get most of their starting **TREATS** from their job but will pick up all kinds of goodies and baddies along the way.

Treats are usually written with a + in front of their name like **+TREAT** to let you know that it's something "different". Treats that end in ! are **DANGEROUS!** and means that using them generally results in taking a Death Check™\*.

\*We're so close, you just gotta trust me\*\*.

\*\*Failure to trust me will result in getting a Death Check™.



# DEATH CHECKS™



Finally, here's the part about the Death Checks™

## THE KOBOLD HORRIBLE DEATH RECORD™

See, so many Kobolds are constantly dying, undying, being born, and causing chaos on the wheel of life – that it was just too much. In the strange workings of the Polyverse™ it turns out that tracking the hit points and the relative status of so many Kobolds caused more havoc than it was worth, that the Universe instead has just assigned every Kobold a statistical reference mark akin to Instant Karma (*just add Kobold*). Sometimes it takes one little blunder to send them to Vorhalla and other times they can take a beating like a prize fighter in an inferno.

Whenever a Kobold takes **DAMAGE**, is **HIT**, fails an **ACTION** or a **SAVE**, **CHEATS**, does something **DANGEROUS!**, or **THE LIKE™\*** – that Kobold takes a **DEATH CHECK™**.

Some **TREATS**, **ITEMS**, and **ACTIONS** will result in you gaining or losing **DEATH CHECKS™**.

When The Mayor™ tells you (*and they will*) to “take a **DEATH CHECK™**” you will Check Off<sup>\*\*</sup> a Skull on the Kobold Horrible Death Record™ located on your Kobold Character Sheet™.

Then, roll **2D6**, and add your new, current total number of **DEATH CHECKS™** to the roll. If the sum of the dice and the current **DEATH CHECKS™** is less than or equal to 12, your Kobold doesn't die. Yet.

However, if the roll plus the new total **DC™** is higher than 12, you have died – a **RANDOM HORRIBLE KOBOLD DEATH**. [See page 36 for all of the grisly details on Random Horrible Kobold Death™].

This Kobold's journey is complete, this is the way. You are dead. Gone. Done-zo. Corpsified. Buried. Bought the proverbial Farm. Defunct. Deceased. No More. Pushing up the Daisies. Collecting Dust. Resting in Pieces. D. E. A. D. Dead.

Never fear though, Death is but a door, and time is but a window. You'll be back. Politely bribe The Mayor™ for a new Kobold Character Sheet™ and spin the wheels of fate again.




**JEET** fails to say, "All Hail King Torg!" (All Hail King Torg!) with the other Kobolds. **TM**™ gives her a Death Check™. **JEET** first colors in one of the skulls on her Kobold Horrible Death Record™, her third, thanks to an incident involving a Bee Holder and a Grassy Gnoll. **JEET** rolls 2D6, getting a 5 and 4. **JEET**'s die total is 9 plus 3 for her filled in **DCs**, which equals 12. (5+4+3=12) Since 12 is clearly not greater than 12 – **JEET** lives to tell the tale... for now!



**\*THE LIKE™** – holding more than two **ITEMS**, being a coward, doing things that are far too clever, doing things that are way too dumb, arguing with The Mayor™, rules lawyering, tattling, not tattling, spending too much time on your phone, starting uncontrolled fires, joining a MLM or PONZI scheme, making deals with the Devil, leaving a cult, not saying ALL HAIL KING TORG! (ALL HAIL KING TORG!), not texting back, Cheating, or any number of other foolish mistakes you will certainly make.

\*\*Like a gun on the wall, it is going to go off. Literary Value! Kapow!

# DANGEROUS! THINGS



Some **TREATS** and **ITEMS** are a little more powerful (*i.e. useful*) or just out right more menacing than others, and as we all know, even a little power in the **PAWS** of an impulsive and reckless Kobold is a perilous thing. So, in a hopeless attempt to teach Kobolds that their actions have consequences, Bob (*the Human God*) sponsored a bill to Defund Irresponsible and Egreious Treats (**DIET**) for Kobolds. **DIET** was carried by an overwhelming majority of the Council of the Gods: Monstrous Resources Subcommittee™. As a result, some **TREATS** and **ITEMS** are now required to be labeled with a universally understood sign of excitement and **DANGER** “!”\*.

Any **TREATS** and **ITEMS** carrying the classification as “Dangerous!” require taking a **DC**™ when they are used. This makes them all the cooler, like fast cars and trans fats. All the best stuff is Dangerous!

Dangerous! **ITEMS** are like Fire Arms!, Explosives!, and Random Spell Pages torn out of the back of the Wizard’s Spellbook!; **TREATS** like Read Magic!, Can-O-Whoopass!, and Arms of Fire!

**JAXX** has decided to burn this mother down. She spends a few minutes breaking up furniture into a druid-sacrifice-level bonfire and pulls out **MATCHES!** The Mayor™ doesn’t even make her roll, she for sure starts the fire. **JAXX** takes a **DC!** playing with **FIRE** is always **DANGEROUS!** kids. **JAXX** rolls low and survives, he watches gleefully as the fire spreads.

*\*There is a movement by some accredited writers and various educators to limit the number of exclamation marks one uses in their work. These people wrongly believe that we only truly get so many moments of danger, surprise, and excitement to use in our lives so we should make them count. \*\* We here at 9th Level Games prefer never to count. \*\*\**

*\*\* If we ascribed to this idea of authorial control, we would have been dead by the end of the Warning! on the first page. HUZZAH!*

*\*\*\* For more information on this, see page 151.*



# DEATH AND REDEATH

So, you died.\*

Congratulations! You played your little heart out as best you could or maybe just died during character creation. It's a good thing that when you find one Kobold, there are like 13,000 more waiting around the corner.



When you die you get to perform a Soliloquy about your short-lived character. You stand up at the table, or at least do your best stage actor impression, and recount the great deeds of your poor dead Kobold. When you have finished recanting the great tale of their life and death all the other players will judge your performance (*generally out loud, but quietly behind your back is possible if your friends suck*). Hold for applause.

Once you have poured your heart out and satisfied the sadistic requirements of this silly game, you will spend the next round making a new and probably not improved Kobold. Now, this only takes a few moments, so while you wait, you might want to get some snacks for everyone.

Make sure to keep track of all the Victory Points\*\* you have earned, those stay with The Player™, not the Kobold.

**SEAN** is torn to shreds by a coop full of cobra chickens (*exactly what you think they are*). The player stands up at the table, putting his hand over his heart, “This is the tale of Mighty **SEAN**, who slayed many baristas. **SEAN** did eat Farmer John’s Baby, the farm freshest of babies on the market. And did steal unsalted potatoes from the Bazaar and died screaming in the coop behind the Pygmy Swamp Dragon. We celebrate you **SEAN**! All Hail King Torg! (All Hail King Torg!)”

\* Some kid told us that *If you die in real life, you die in the game. Spooky!*

\*\* Tell us more about the sweet points!

# CAMPAIGNS

Kobolds aren't very good with time or maths, or grammars, or words and numbers. Heck, they can barely remember their own names some days. If a Kobold manages to not be dead when you are done playing a game of **KOBOLDS ATE MY BABY!**™ they can be used in your next game without creating a new Kobold. You can spend all your **VPs** to roll for a new job, roll for a new flavor, and roll on the handy **d666** Pile of Stuff Chart.



If your not dying,  
you're doing it  
wrong. Play your  
**KOBOLD**  
like you stole it.

# KOBOLDS ATE MY BABY!

## KOBOLD'S HANDBOOK



# CREATING A KOBOLD!

Now that you know how to play (*mostly*), it's time to create some Kobold. Making new Kobolds is fun, quick, easy, and key to their survival as a species.\*

First, you will need a Kobold Character Sheet™. You can download one from this **QR CODE** (or from our website), or you can copy them from this book – See pages 149-150. You're gonna need a lot of them. No, more than that.\*\*

You also need something to write with, and a few six-sided dice.

Kobold Character Sheets™ are super simple to read and use. They record your Kobold's **NAME, JOB, FLAVOR, ROLE, ROLL, LEFT PAW, WRONG PAW, TREATS, HUMAN WORDS**, and of course, the **KOBOLD HORRIBLE DEATH RECORD™**.

The form is titled "KOBOLDS ATE MY BABY!" and includes the following sections:

- NAME** and **JOB** fields.
- A central illustration of a yellow Kobold with a wide, toothy grin.
- WRONG PAW** and **LEFT PAW** fields.
- FLAVOR** field.
- HUMAN WORDS** field, containing a grid of 12 skull icons.
- TREATS** field, containing a **RESOLVER** table:

RESOLVER	
1	KOBOLD
2	EAT
3	FEET
4	BEAT
5	MEAT
6	CHEAT

At the bottom, it says "KOBOLD HORRIBLE DEATH CHECKS™" and "9TH LEVEL GAMES".



## WHAT'S IN A NAME?

Kobolds tend to have short, ridiculous names – like their lives. Their names may evoke sounds, or flavors, or just sound funny. Think along the lines of Burp, Shod, Slod, Vosh, Bail, Soux, Reginald the 16th, Yeet, Coky, Worp or Kris. Pick a name, don't get too attached, and jot it down in the Name Box on your Kobold Character Sheet.

\*We get asked all the time, "Where DO baby Kobolds come from?" For that see, "Creating a Kobold! on page 42."

\*\*Yes, it is possible to die during character creation. Take that Old School Traveller!

# PICKING DICE



When playing any game powered by **polymorph™**, the most important choice that you are going to make is which **ROLE** you play in the group. Your chosen **ROLE** determines which **DIE** you roll for **ACTIONS** and **SAVES** and **EFFECTS**. Defining your **ROLE** in the brood helps you decide what kind of Kobold you want to play.

You do this by picking the die you will **ROLL**.

Kobolds are simple creatures and can only handle one die at a time, once you choose one of the four **ROLES**: The D Six, The Six-Sider, The Die Six, or the Regular Die – this will let you know which die you will **ROLL** the entire game - or as we like to say, “Your **ROLE** is your **ROLL**.”

After you pick a **ROLE**, circle it on your Kobold Character Sheet. No matter what you choose, you’re just going to be rolling a **d6**, but that wouldn’t be very **polymorph™** like; but it is very **KOBOLDS ATE MY BABY!** like, so, we decided to go with the confusing and funny version.



# THE SIX-SIDER

Snatch up the six-sided die (d6), Six Sider!  
This is your die.

You are always at the forefront of the action.

You certainly have 12 Death Checks.

You are the “same” die, but it “explodes” just like every other **ROLE**.



Like the other dice choices, the Six-Sider is really active and likes to run around unlike the other roles. They are probably good at things – physical action, combat, and skills. You shine when rolling against **FEET**.

Choose **THE SIX-SIDER** if:

- You always want to be in the thick of it
- Never really use your instincts or brains
- Want to be great at physical activities, like running and scampering
- Be an okay fighter, but not the best
- Use a blend of special abilities like just cooking and basic combat



# THE DIE SIX

Take up the Die Six (d6), The Die Six! This is your die.

You are here to smash faces. Die! Die! Die!

You have 12 Death Checks!  
That is an amount!

The Die Six really enjoys it when the battle starts. They are often in combat.

The Die Six is concerned about doing **DAM** and rolling **TO HIT**. You want to get a good weapon.

You shine when they are rolling to **BEAT**.



Choose the **DIE SIX** because you want to:

- ❑ Stab it, kill it, set it on fire!
- ❑ Be good at physical activities, like parkour and swimming
- ❑ Survive a beating, maybe
- ❑ Dish out some hurt
- ❑ Focus primarily on combat

So, maybe you're reading this section, and you don't get it, that's okay. you're not going crazy. Just get some d6s, or a shot of tequila.



# THE DEE 6

Seize the D6, Dee 6!  
This is your die.

You are an expert and  
the geekiest type of Kobold.

You only have 12 Death Checks  
(which is not a lot, really).

The d6 has brains like the other Kobold  
roles, but the d6 really likes to use them to do some thinking,  
barking, and perception – over just combat and action movie  
moves.

The Dee 6 really shines when they are rolling against **EAT**.

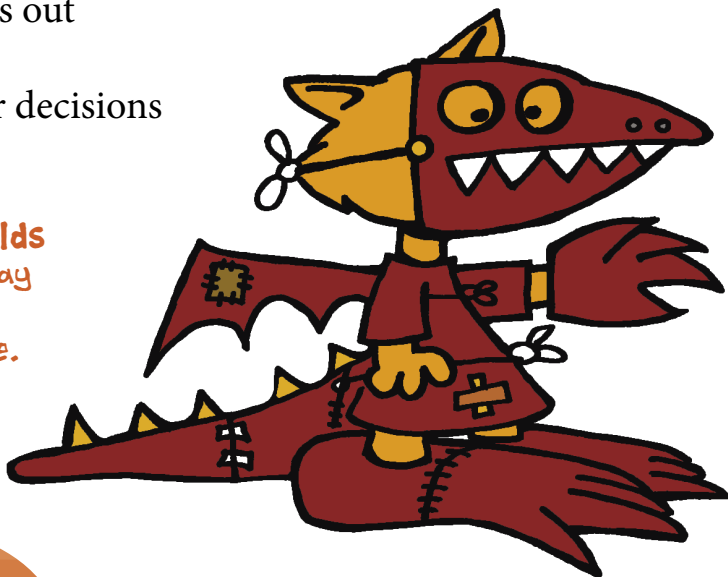
They are “the best” at what they do – they roll **KOBOLD** and **CHEAT**  
far more than the other dice, allowing them to succeed sometimes.



Choose the **DEE 6** if:

- You think your better than other Kobolds
- Use your instincts and thinky parts
- Like to cause problems
- Sniff things out
- Bark a lot
- Make poor decisions

**Canon Kobolds**  
love to cosplay  
as little  
dragon people.  
(page 60)





# THE REGULAR DIE

The regular dice awaits you,  
Regular Die! This is your die.

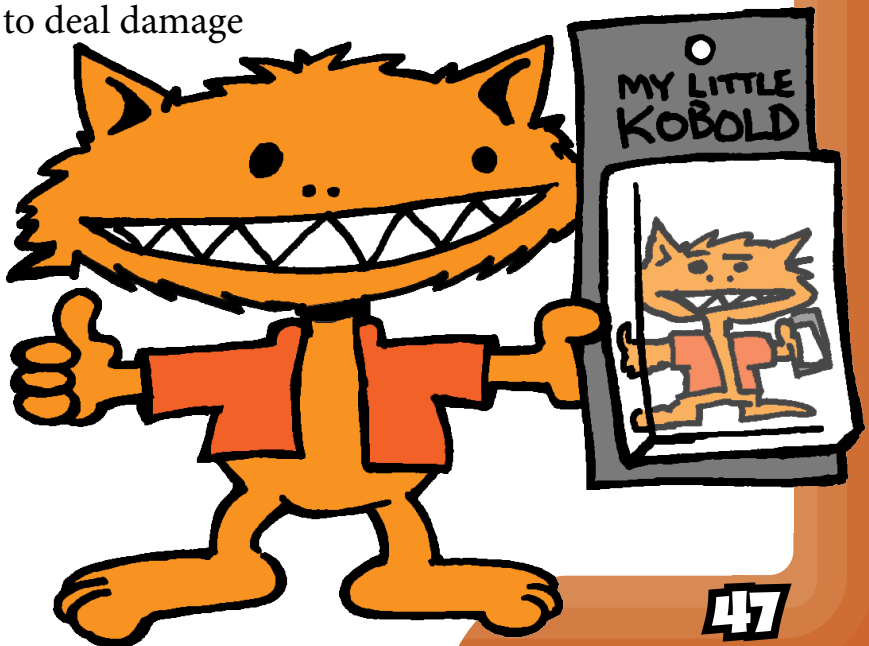
You have 12 Death Checks (the most) and you are the shield that says they guard The Caves™. You're a tough cookie, which means you are as breakable as everyone else, but lacking in any real depth. You try hard at combat and do the same damage and effects as others.



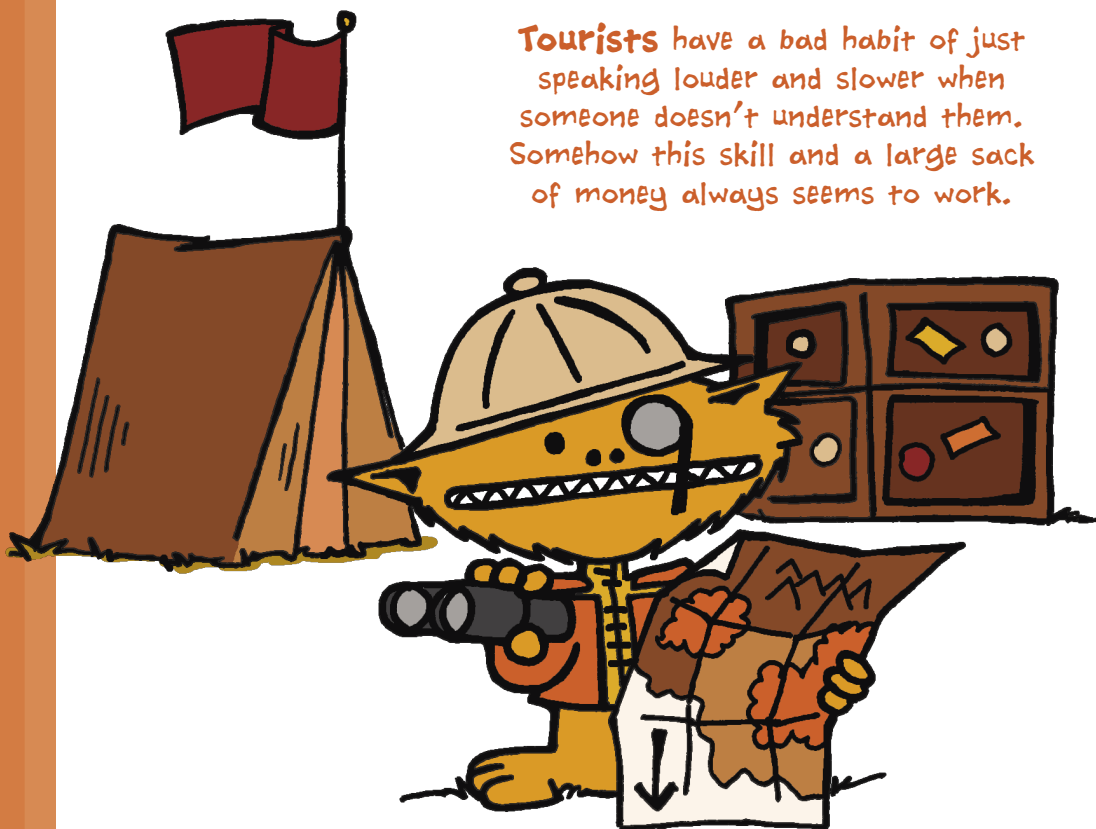
You are really happiest when you are rolling **MEAT!**

Choose the **REGULAR DIE** because you want to:

- Be safe and keep yourself safe
- Be Kobold strong and Kobold hearty
- Take Death Checks and laugh at it
- Defend the party yourself
- Try to deal damage



**Tourists** have a bad habit of just speaking louder and slower when someone doesn't understand them. Somehow this skill and a large sack of money always seems to work.



## SPEAK HUMAN

Kobolds have their own language. While easy to pronounce, Kobold is nearly impossible for any non-Kobold to speak since the language includes inflections for taste that require a highly specialized mouth. Because of this, all Kobolds are encouraged to speak at least a little Human (*just to make it easier in the Job Market*).

When making a new Kobold, roll **1d6**. This is how many **WORDS** of Human that you have learned. Write these words down on your Kobold Character Sheet under “**HUMAN WORDS**”.

# FLAVOR

What Do I Taste Like? After exhaustive research and generations of epicurean cannibalism, Kobolds can determine what a Kobold will taste like with only a little nibble, and that most Kobold's taste like one of the six core flavors – Bitter, Salty, Sour, Spicy, Sweet, or Umami.

Roll a **d6** and compare the results on the Flavor Country™ below. Record the results on your Kobold Character Sheet™ under **FLAVOR** about what natural selection has gifted you. Each flavor gives a unique and deep characteristic to your Kobold not only in the kitchen but on the battlefield. Welcome to Flavor Country.

## FLAVOR COUNTRY (ROLL 1D6)

ROLL	FLAVOR	ADVANTAGED ACTIONS
1	Bitter	Advantage on <b>EAT</b> Rolls.
2	Sour	Advantage on <b>FEET</b> Rolls.
3	Salty	Advantage on <b>BEAT</b> Rolls.
4	Umami	Advantage on <b>MEAT</b> Rolls.
5	Sweet	Advantage on rolls to be cute and charming.
6	Spicy	<b>FIRE!</b>

**Cannon Kobolds** have a totally different reaction when someone yells **FIRE!** (page 60)



# HUMANOID RESOURCE DEPARTMENT

Due to their enormous food, repair, trading card game habits, and legal bills; all Kobolds are required to get part-time jobs on top of their regular work in The Caves™. Since everything a Kobold does is short and terrible, most of these positions turn out to be temporary\*, but no one is checking your resume.

Evil wizards, giant corporations, and frazzled office managers come to The Caves™ looking for temps, and the Kobolds in **HR** (*Humanoid Resources*) run screaming through the twisting bowels of the Caves until they find the first shiftless, lazy Kobold that hasn't hidden and press them into service. Sometimes, they stop at the Requisitions Hole and grab some gear to help sell the idea that "you know what you are doing". It was a famous Kobold in a gorgeous béarnaise shawl who said, "Those who can, do. Those who can't, dress like they can." Put on a fancy hat, adopt a silly accent, and poof, people believe you're a wizard! Got a metal pot? Does it fit on your head? Who's going to stop you from calling yourself a warrior?

Every **JOB** has some kind of benefit package (*something that you can write down under the **TREAT** on your Kobold Character Sheet*). Once your Kobold is assigned a **JOB**, record the **TREAT** from that **JOB**, and then roll to see what **ITEM** they are holding in their **WRONG PAW!**

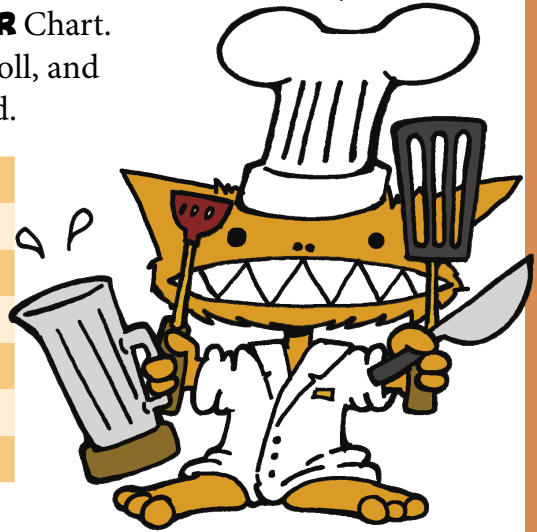
	<b>1</b>	<i>pg</i>	<b>2</b>	<i>pg</i>	<b>3</b>	<i>pg</i>
<b>1</b>	Alchoholemist	52	Bureaucrat	58	Dungeon Meister	65
<b>2</b>	Babysitter	52	Canon Kobold	60	F'n Troll	66
<b>3</b>	BR Anti-Paladin	55	Cannon Kobold	60	Follow-Vor	66
<b>4</b>	Bishop	55	Cave Ranger	59	Hacktor	68
<b>5</b>	Bootlicker	56	Court Jester	62	Influencer	68
<b>6</b>	Braumeister	57	Cowpoke	63	Inquisi-Vor	69

Choose a method for making a new Kobold and go to town.

## BASIC KOBOLD METHOD (METHOD I):

For making Basic Kobolds roll **1d6** to find out what Job you have. Then roll **1d6** on that Job's **GEAR** Chart. You can always choose to not roll, and instead just be a Vanilla Kobold.

<b>1</b>	Bard	pg 53
<b>2</b>	Barkbarian	pg 54
<b>3</b>	Chef	pg 61
<b>4</b>	Criminal	pg 64
<b>5</b>	Guard	pg 67
<b>6</b>	Wizard's Lackey	pg 86
<b>*</b>	Vanilla Kobold	pg 82



## ADVANCED KOBOLD METHOD (METHOD II):

For making spicier Kobolds with crazier and more useless jobs. Roll **2d6** and find your new job based on the coordinates. Then roll **1d6** (or sometimes **2d6**) to determine what you have in that paw.

## STANDARD ARRAY METHOD (METHOD III):

If you can't be bothered to even roll, just select the Standard Array, go 6 over and 2 down on the the chart in Method II.

	<b>4</b>	pg	<b>5</b>	pg	<b>6</b>	pg
<b>1</b>	Knights WSG	70	Romantic	77	Tourist	82
<b>2</b>	Mad Scientist	72	Royal Assassin	77	Vanilla Kobold	82
<b>3</b>	Mall Ninja	73	Rules Lawyer	78	Veterinarian	83
<b>4</b>	Philosopher	74	Sales Kobold	79	Warlock for Hire	84
<b>5</b>	Pirate	75	Sauceror	80	Were-Chicken	85
<b>6</b>	PSK	76	Tax Accountant	81	Wrassler	87

*\*Just like their lives.*

## ALCHOHOLEMIST

You have dedicated your existence to the hard (*liquor*) science of mixology – the arcane art of bringing potent potables together to form irresistible Cocktails of Unimaginable Power!

+**DRUNK**\*. You never have to make a save when drinking booze. Your secret? You were already drunk!

### ALCHOHOLEMIST GEAR (ROLL 1D6)

- 1** Shaker
- 2** Stirrer
- 3** Bottle of “The Good Stuff”
- 4** **1d6** Scrolls of Summon “The Usual”!
- 5** Jar of Olives
- 6** Bag of Holding (*Ice*)

\*While being **DRUNK** is fun, remember (see page **33**) that you are **DIS** to **EAT** and **FEET** rolls.

## BABYSITTER

In the human world they let their teenagers sit on babies – and somehow that’s okay. Your Kobold has studied their arcane, strange ways, and mastered the arts of Babymanancy. They combine Magic and infant care into the ultimate, logical combination.

+**BABYSITTING**. You can sense babies, speak the tongue of babies, and know general baby stuff. Also, you are really good at changing diapers and calming and entertaining babies.

### BABYSITTER GEAR (ROLL 1D6)

- 1** **1d6** Scrolls of Summon Bottle!
- 2** Baby Rattle
- 3** Spiked Mace
- 4** Telephone
- 5** Binky
- 6** **1d6** Scrolls of Exploding Diaper!

# BARD

Olde Church Koboldic isn't the best language for singing songs or telling epic tales. Neither are Vulgar Koboldese, Cobol, or even Standard Kobold. They are all excellent languages for barking, and even better for recording recipes. Because of this, Kobolds of a lyrical bent spend all their time learning to Speak Human. Bards think that they are cooler than everyone else, because they are bilingual.

+**SPEAK HUMAN.** You speak perfect Human, with an odd accent.

## BARD GEAR (ROLL 1D6)

- 1 Guitar
- 2 Human Phrasebook
- 3 Beret
- 4 Glitter
- 5 Harmonica
- 6 Bathrobe

It is a well known fact that the **Bard** will always be the randiest member of the party.



# BARKBARIAN

You are a great warrior. You know how to dig deep into the emotional well and pull up the fury of Morc! (*Vor's dumber, more violent cousin – the Big Reddish God of Rage*). Also, you really like smashing stuff. You have a furry loincloth and a horned helm.

+**RAGE**. When you successfully Bark like a Kobold, you remove a Death Check™. You may also use grunting, shouting, and barbarian war cries as part of your Bark.

## BARKBARIAN GEAR (ROLL 1D6)

- 1 Tooth Sharpener
- 2 Chains
- 3 A Big **DAM** Weapon
- 4 A Big Rock
- 5 A wolf mount
- 6 A Heavy Metal Guitar

The **Barkbarian** is a special treat for some monsters. The meal delivers itself to you, can be cooked in its own helmet, and has some of most lean meat you'll ever find on a Kobold.

Real connoisseurs look for them in **SPICY RAGE** and **GREATAXE** varieties.





## BIG, RED, ANTI-PALADIN

As one of the most devout of the Big Red God's followers, you don the red armor of the Big Red Anti-Paladins (*B.R.A.P.*) and kick butt for Vor! After fasting for 24 minutes (*such discipline!*) you set forth to "kick the snot out of all heathens, heretics, and hippies".

**+BIG, RED, SMITEY.** Your die always explodes when rolling for Effect against "non-believers".

### BIG RED ANTI-PALADIN GEAR (ROLL 1D6)

- 1** 1d6 Scrolls of Great Balls of Fire!
- 2** Big, Red, Flammable Paint
- 3** Big, Red, Flaming Book of **VOR**
- 4** Big, Red, Flaming Sword
- 5** Big, Red, Flaming Shield
- 6** 1d6 Scrolls of Lay On Paws!

## BISHOP

There are those who worship Vor, but you know that Vor hates them and that we should punish anyone who brings up his holy name. Due to the low ceilings and your giant hat, you walk a little more diagonally than others.

**+MITRE OF VOR!\*** You wear a big pointy hat with a large red V on it showing your devotedness to Big Red! Take a **DC™** and recite a Commandment of Vor. This becomes an active game rule for **1d6** turns or until it's no longer funny.

### CAVE BISHOP GEAR (ROLL 1D6)

- 1** Vor's Big Book of Coloring Activities
- 2** Box of Indulgent Chocolates
- 3** The Holy Flame Thrower!
- 4** Matches!
- 5** Censer of Vor\*
- 6** Holy Hand Grenade of Vor!

\*Not to be confused with the Miter and Censor of Vor.



It's good to  
be the King.  
**ALL HAIL  
KING TORG!**



## BOOTLICHER

Your Kobold is the ultimate “Yes-Kobold.” They excel at sniveling and groveling and they wear a comically large tie.

**+SOCIAL SKILLS.** Gain **ADV** on rolls whenever you are trying to talk your way into or out of something.

### BOOTLICHER GEAR (ROLL 1D6)

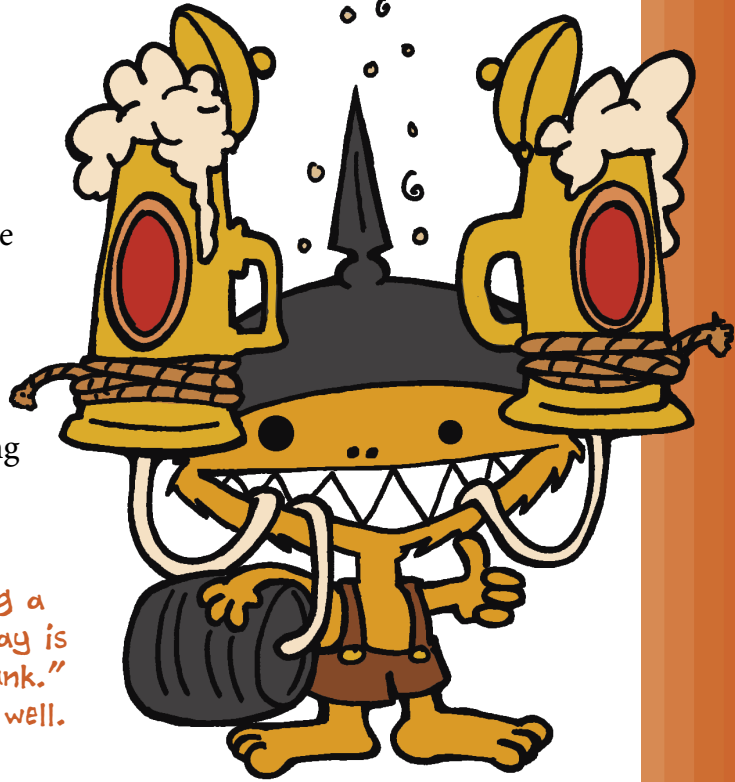
- 1 Spare Boot
- 2 Yellow Belly Paint
- 3 Boot Spice
- 4 Big Tie
- 5 Spare Tongue
- 6 Winning Smile Brand Teeth Polish



## BRAUMEISTER

Kobolds love to eat, sure, but they also love to drink. Most impressive though are those that hail from the “Tappa Tappa Kegga” caves in the Greek section. Your Kobold can really hold their brew! Known for saying “brau” a lot.

*The scariest thing a Braumeister can say is “I’m not that Drunk.” It has never ended well.*



**+BEER HELMET.** Your Kobold has a helmet that can hold two drinks, keeping their **PAWS** free for foosball, beer pong, and that time-honored game of tossing table tennis balls into cups.

### BRAUMEISTER GEAR (ROLL 1D6)

- 1** Beer Stein
- 2** Bag of Bottle Caps
- 3** Red, Plastic Cup. It is by itself, so you could say it is solo.
- 4** Tappa Tappa Paddle
- 5** Tickets to see Dave
- 6** A **d6** Pack of Brewskis

# BUREAUCRAT

In most cultures, a bureaucrat is an important cog in the often-mysterious workings of government. As an elder Kobold Bureaucrat, your Kobold understands one very important thing: the best way to not die is to be nowhere near King Torg™ (*All Hail King Torg!*) when things need to get done. As such, your Kobold knows how to move very fast.

**+RED TAPE.** You have **ADV** on **FEET** rolls. Whenever anyone dies a Random Horrible Death near you, you were never there.

BUREAUCRAT GEAR (ROLL 1D6)	
1	Diplomatic Attaché Case
2	An Official Stamp
3	Your 2-cents
4	Official Papers
5	A Soapbox
6	Running Shoes

Trying to get anything done is hard enough when your boss isn't trying to eat you. "Bureaucracy" in the Kobold language literally means "I wasn't there at the time".



## CAVE RANGER

Your Kobold wandered out of the Cave one day, and eventually made it back alive! Stick a feather in your cap and claim to know tracking, nature tuff, speaking with critters, and looking cool with a couple of sharp blades in your paws.



The **Cave Ranger** has been nerfed so many times, that some just gave up and became pathfinders carrying goldfish in a bag.

**+PET TRICKS!** You have befriended a critter that you can speak to. Take a **DC™**, to teach it a trick, like “Go for the Eyes” or “Brew Some Coffee.”

### CAVE RANGER GEAR (ROLL 1D6)

- |          |   |
|----------|---|
| <b>1</b> | Twin Curvy Blades                           |
| <b>2</b> | A Backpack ( <i>to hold an extra item</i> ) |
| <b>3</b> | McCavey's Cave Guide to Cave Stuff          |
| <b>4</b> | Longbow                                     |
| <b>5</b> | Jar of Hawks' Eyes                          |
| <b>6</b> | <b>1d6</b> Scrolls of Release the Panthers! |

### CRITTER (ROLL 1D6)

- |          |          |
|----------|----------|
| <b>1</b> | Goldfish |
| <b>2</b> | Spider   |
| <b>3</b> | Chicken  |
| <b>4</b> | Wolf     |
| <b>5</b> | Goat     |
| <b>6</b> | Crow     |

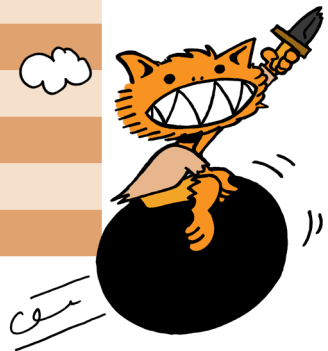
## CANON KOBOLD

While reading some other gamebooks, you learned about a strange place where people believe Kobolds are lizard-like creatures related to dragons; they can become powerful sorcerers, and are trapsmiths. You've tried keeping humans away with traps before, but you never tried keeping humans away with traps while dressed as a dragon thing; so, you grab some paper-mâché and set to work!

**+IT'S A TRAP.** You have **ADP** to set and disarm traps!

### CANON KOBOLD GEAR (ROLL 1D6)

- 1** A **NIFTY** Spell (page 92)
- 2** You breathe Fire!
- 3** Fake Dragon Wings
- 4** A bear trap
- 5** A trap bear
- 6** A **RANDO** Spell (page 92)



## CANNON KOBOLD

Being extra fearless and extra stupid, your Kobold has donned goggles and helmet and combined the most explosive elements together: literal explosives, a cannon, and a dash of gravity. You launch into action whenever possible in a most gonzo manner.

**+ACTUAL CANNON!** You can launch yourself from your Cannon on your turn landing somewhere random and dealing **DAM** to everything nearby. Where does it come from, where does it go, where did you come from Cannon-eyed Joe?

### CANNON KOBOLD GEAR (ROLL 1D6)

- 1** Cannon Ball
- 2** Oversized Goggles
- 3** Sparklers
- 4** Explosives!
- 5** A Chicken paramour
- 6** Miniature Cannon!

## CHEF

Your Kobold has mastered the twin arts of cooking and combat! Having survived the cooking pots and the endless pit of King Torg's (*All Hail King Torg!*) stomach they have earned the Chef Hat and set out to challenge others and prove their worth. Utensils are their tools, and food is their weapon!

**+IRON CHEF.** Your Kobold can cook anything! You have **ADV** to cook non-food **ITEMS** into meals or food **ITEMS** into weapons.

### CHEF GEAR (ROLL 1D6)

- 1 **1d6** Scrolls of Magic Meatball!
- 2 Iron Rations
- 3 Cooking Iron
- 4 Iron Utensil
- 5 Tattoos
- 6 A Whole Pig

For many years, Kobold Pundits have been talking about the growing **CHEFicet**, and how its ruining dinner (and society) Opportunities for **Kobold Chefs** outside the Caves are growing - the pay is better, and your chance of being eaten reduces to like 35%. Short order cooks, hashslingers, and even toastie bois are cashing in on the trend.



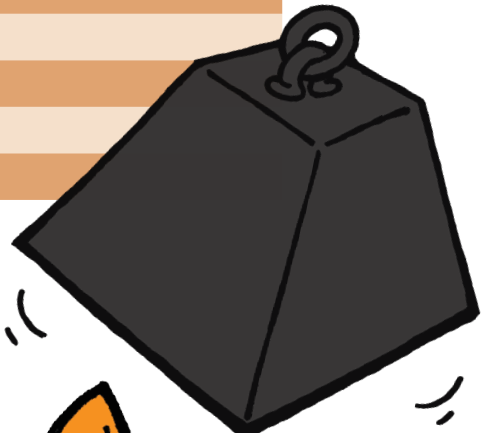
## COURT JESTER

You clumsily tripped over a bone while delivering a Kingly Meal, and hilarity ensued. At least, that's what **HE** thought. You were declared a "Court Jester" and now make pratfalls, tell jokes, juggle, and do whatever it takes to keep everyone laughing so you don't become the next meal!

+**SHITICK**. Everything is funnier when you hit yourself in the groin with it. You are immune to any damage that you directly cause to yourself.

### COURT JESTER GEAR (ROLL 1D6)

- 1** 1d6 Scrolls of Dance Remix!
- 2** 1d6 Cream Pies
- 3** A Kobold Puppet
- 4** 1d6 Banana Peels
- 5** Juggling Balls
- 6** Anvil



The list of KING TORG (All Hail King Torg!) approved jokes is short. Fall onna banana peel. Funny walks. Football to the groin - anything to the groin as long as you go "ooof!" Dropping things onto your head. If the King don't laugh, he's gonna remember that you're tasty.





# COWPOKE

You wear a 10-pint hat and work the range all the livelong day. You also tend to say things like “yee-haw”, “giddy up”, and “go on, git!”

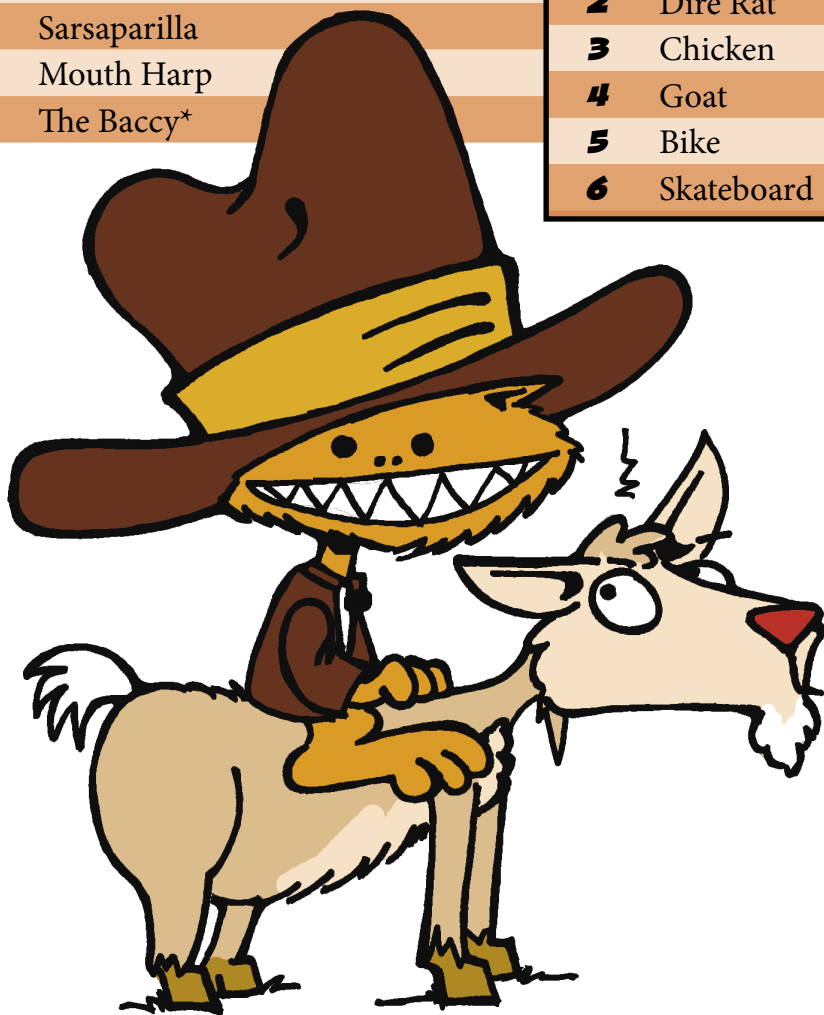
+**DOGGIE**. Roll with **ADV** whenever you are trying to ride something.

## COWPOKE GEAR (ROLL 1D6)

- |          |                    |
|----------|--------------------|
| <b>1</b> | Spurs              |
| <b>2</b> | Lasso              |
| <b>3</b> | A Lasso, named Ted |
| <b>4</b> | Sarsaparilla       |
| <b>5</b> | Mouth Harp         |
| <b>6</b> | The Baccy*         |

## MOUNT (ROLL 1D6)

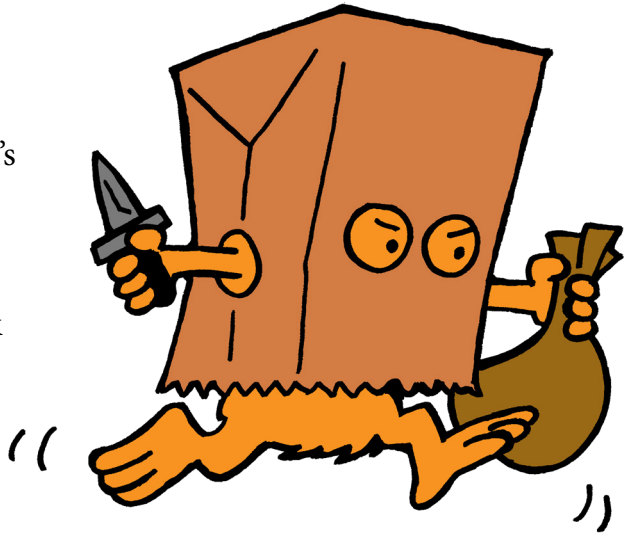
- |          |            |
|----------|------------|
| <b>1</b> | Big Lizard |
| <b>2</b> | Dire Rat   |
| <b>3</b> | Chicken    |
| <b>4</b> | Goat       |
| <b>5</b> | Bike       |
| <b>6</b> | Skateboard |



\*Whenever you spit it clangs in that spittoon that always seems to be right next to you. You also get an **MA** rating for Depictions of Tobacco Use.

## CRIMINAL

You have stickier than normal paws. You like things, and other people's things are even better! You wear a mask (*i.e. a bag over your head with eyeholes*) and sneak around swiping stuff all day. They'll never catch you!

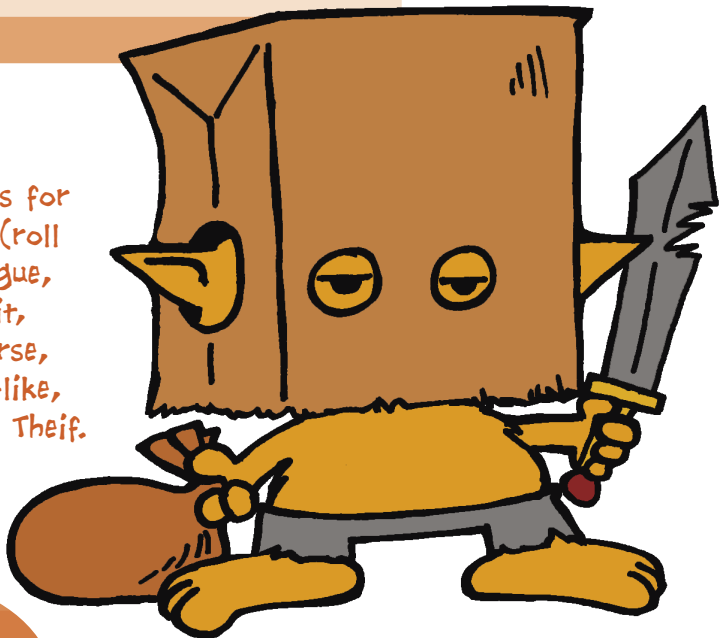


**+SWIPE!** Take a **DC™** to “just have found” one of the other player Kobold's things in your pocket! I mean, they won't have it anymore, but that's not really your problem.

### CRIMINAL GEAR (ROLL 1D6)

- 1 Backpack
- 2 Bag Cutter
- 3 Cardboard Box of Sneaking
- 4 Bag with Money Symbol
- 5 Thief Tool
- 6 Jangly Bells

Other cool names for this job include (roll 2d6): Thief, Rogue, Robber, Bandit, Footpad, Cutpurse, Burglar, Rogue-like, Felon, Rouge, and Thief.



# DUNGEON MEISTER

Ho, ho, Adventurers! Your Kobold has devoted their time to mastering games involving dungeons and/or large flying lizards. They dream of one day finding some wayward youths who wandered too close to a rollercoaster or their parent's basement so they can set them forth on an Adventure (*with a capital ampersand!*). They have stolen all the books, supplements, miniatures, and even watched every episode of that one Actual Play show all the geeks keep yammering about.

**+NARRATOR!** You can take a **DC™** to change the Type of Die that anyone is rolling to another die (*like change a **d6** to a **d20***). This can be helpful, or harmful, but mostly it's just a way of ensuring that the rocks fall and that everyone dies.

## DUNGEON MEISTER GEAR (ROLL 1D6)

**1** A Mysteriously Powerful Amulet!

**2** Dungeon Meister Screen

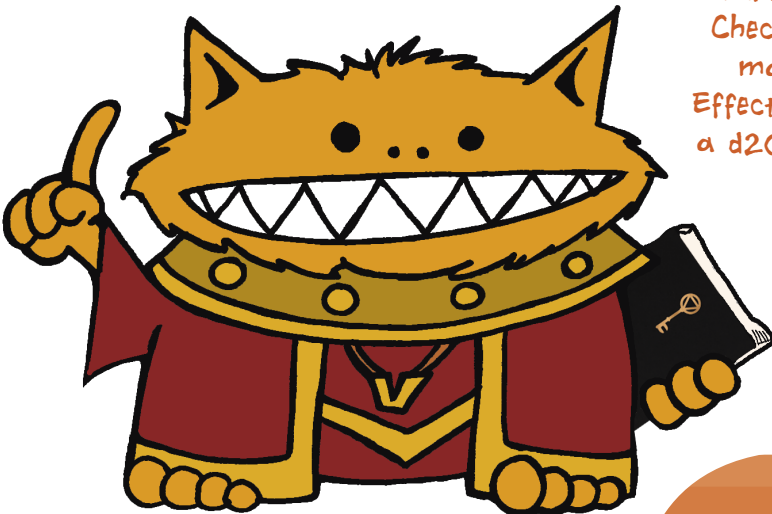
**3** Painted Lead Miniatures!

**4,5,6** Polyhedral Dice

**7,8,9,10,11** Gaming Books

**12** A Mysteriously Powerful Omelet!

Ironically, a d4 does 1d6 damage while a d12 does only 1d4-1. Of course, if you take a Death Check you can make that Effect Roll using a d20. Huzzah!



## F'N TROLL

Descended from the great Gatekeepers of Yor (*and other non-Yor regions*), your Kobold keeps up their annoying habit of pointing out how others aren't real fans, and how they were there first before those guys got big. They spend most of the time hanging out in nets, dark spider webs, and posting "um, actually" notes on boards.

**+UM, ACTUALLY!** Take a **DC™** to correct someone's last **ACTION** – making them redo it according to the correct way that you just boringly described in way too much detail.

### F'N TROLL GEAR (ROLL 1D6)

- |          |  |
|----------|--|
| <b>1</b> | <b>1d6</b> Scrolls of Create Trash Fire! |
| <b>2</b> | A Mouse                                  |
| <b>3</b> | Bucket of Dank Memes                     |
| <b>4</b> | The Net                                  |
| <b>5</b> | Keys and a Board                         |
| <b>6</b> | Sock Puppet                              |

## FOLLOW-VOR

Your Kobold is such, like, a devoted Follow-Vor that, like, they know, they are at, like, peace with everything. I mean, you know, they know nothing out there can hurt them more than the Wrath of the Big Red God, and that's, like, beautiful. Right?

**+PIEIOUS.** When you die, you may choose to have someone nearby follow you to **VOR!** Yes, that means what you think it means.

### FOLLOW-VOR GEAR (ROLL 1D6)

- |          |  |
|----------|--|
| <b>1</b> | <b>1d6</b> Scrolls of Endless Buffet!                          |
| <b>2</b> | The Book of Vormman  |
| <b>3</b> | Pamphlets on the Word of Vor                                   |
| <b>4</b> | Flowers  |
| <b>5</b> | Tom Tom Drum   |
| <b>6</b> | <b>1d6</b> Scrolls of Big Red God's Big Red Bolt of Lightning! |

## GUARD

Your Kobold has fought hard as a Guard. To show your military rank and prowess, you never leave The Caves™ without proudly wearing all of your shiny metal pins and ribbons.

**+SHINY!** Take a **DC™** to force another Kobold to give you their weapon. If they refuse, they take the **DC™** instead. This only works on weapons (or at least something that seems dangerous and weapon-like.)

### GUARD GEAR (ROLL 1D6)

- 1 Well-Used Weapon
- 2 Sauce Pan Helmet
- 3 Colander Helmet
- 4 Heirloom Club (*old piece of wood*)
- 5 An Old War Wound
- 6 Knee-Seeking Arrow

Most Kobolds end up as **Guards**. Well, actually, most Kobolds end up as supper, but before that they were **Guards**.



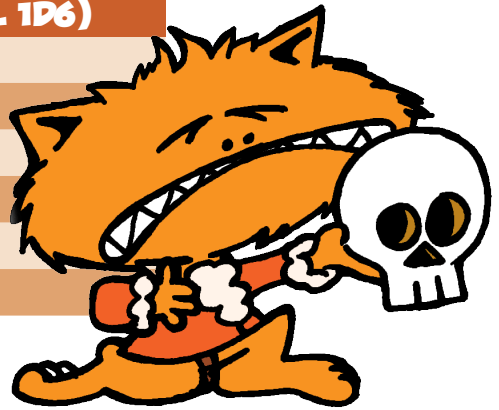
# HACKTOR

Kobolds don't often put on plays since that requires A) memorizing lines, B) having an audience that can sit still with an attention span of more than 2-minutes, and 3) literacy. But, one day your Kobold was bitten by the bard (*quite possibly literally*) and saw a play that stirred something inside of them! Now, they must bring their hacky artistic vision to others.

**+COSTUME DEPARTMENT!** Take a **DC™** to quickly change into any costume.

## HACKTOR GEAR (ROLL 1D6)

- 1** Stunt Double (*dummy*)
- 2** Stage Knife
- 3** Special Effects Makeup
- 4** Bag Full-O-Drama
- 5** Overly Dramatic Skull
- 6** Script



# INFLUENCER

Magic-users say that words have power. Your words, for some unknown and inexplicable reason, have more power than others. They have decided to use your power in the most responsible way: to get free swag! Your Kobold seeks the favor of The Sponsor, Golden Arch Daemon of Swag, sometimes they Cast Pods, other times they post U-shaped tubes, all in pursuit of subs\*.

**+SUBSCRIBE.** You can offer others **ADV** when they want to "Smash" things. And, if they use your code, they get 20% off!

## INFLUENCER GEAR (ROLL 1D6)

- 1** **1d6** Scrolls of Don't You Know Who I Am?
- 2** A Mic
- 3** A Mike
- 4** Selfie-Stick

5

Spidersilk Covered Copy of **KOBOLDS ATE MY BABY!**<sup>TM</sup>\*\*

6

1d6 Scrolls of Discount Code!

\*Submarine Sammiches that is.

\*\*Get it, it's a Web-KAMB.

Knowledge is power, or at least a fun way to smash heads.

## INQUISI-VOR

Unlike other religious zealots, Kobolds somehow fell into having an Inquisition well before having a complete set of Holy Books (or the literacy to read them)! You devote yourself to making sure everyone knows just how much Vor hates them and all Kobolds. You really like fire and altering canonical doctrine to meet your immediate needs.



+**UNEXPECTED!** Take a **DC**<sup>TM</sup> for your Kobold to suddenly be where nobody was expecting them.

## INQUISI-VOR GEAR (ROLL 1D6)

- 1 1d6 Scrolls of Smite the Non-Believer!
- 2 1d6 Scrolls of Shun the Non-Believer!
- 3 1d6 Scrolls of Slay the Non-Believer!
- 4 1d6 Scrolls of Sway the Non-Believer (with Hot Tongs)!
- 5 Cake
- 6 1d6 Scrolls of Summon Believer Beaver!

It's not really KAMB without some House Rules, and our favorite has always been: The Unladen Swallow Rule. If anyone makes a Monty Python reference give them a

Death Check. If you play with that rule **KOBOLD KNIGHTS (who say Grot!)** should be immune to his rule.





## KNIGHTS (WHO SAY GROT)!

Every society has some aristocratic fools who believe life was better in the olden days. These noble-born Kobold cavaliers truly think that life would be better if they could overthrow the vicious tyrant King Torg and replace him with his aristocratic and bloody-minded imperialistic sister Queen Grot™ (**VOR SAVE THE QUEEN!**)!

Since actually saying any of this out loud generally results in getting your Kobold's tongue pulled out of their empty Kobold head, the Ancient and Beneficent Order of the Knights Who Say Grot were formed. They hide their conspiratorial theories in weird gobbledygook sayings and strange rituals, which often include wafer-thin mints, huge tracts of land, dead parrots, lumberjacks, and sometimes something completely different.

**+VOR SAVE THE QUEEN!** You are immune to the **ALL HAIL KING TORG!** Rule. Good Luck. Vor Save the Queen!

### KNIGHTS WHO SAY GROT GEAR (ROLL 1D6)

- 1** Spam
- 2** A Herring
- 3** A Shrubbery
- 4** A Funny Walk
- 5** **1d6** Scrolls of *polymorph*™ into Newt!
- 6** Holy Hand Grenade of Aunty Ack!

Kobolds don't like to talk about it, and no one else has stuck around a Cave™ long enough to find out. What happens when a King dies? It's gotta happen, right? King Torg (All Hail King Torg!) is still a Kobold after all. Is King Torg\*, a title - like is Torg just the Kobold word for King. Or is there some other secret - like a special Soup of Ice and Fire that magically creates a new King Torg. But then, what about Grot? She's real, right? Do they go to War? Are their Grot Caves?\*\*\*

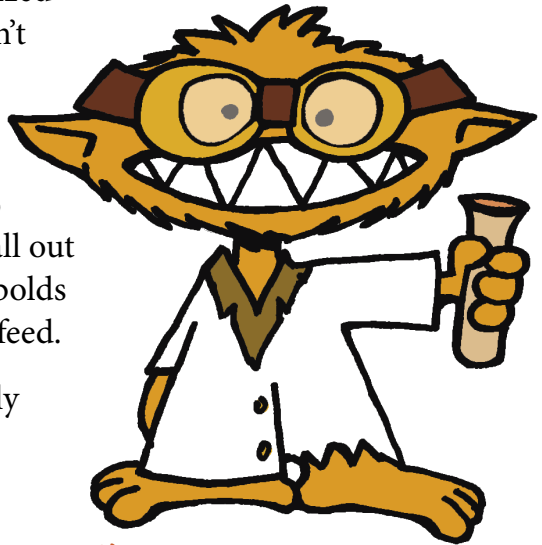
\* All Hail King Torg!

\*\* Kobolds Au GROTin!

## MAD SCIENTIST

Just because Kobolds have pint-sized brains doesn't mean that they don't have a thirst to unravel the mysteries of the Polyverse™. It should. But, it doesn't. There is always some little Kobold, who really needs to know why cows fall out of the sky all the time or why Kobolds sometimes explode into chicken feed.

All Mad Scientists™ are completely mad, like hopping mad, angry mad\*, because Wizards get all the credit for the big discoveries. Also, it's kinda sorta in the job description.

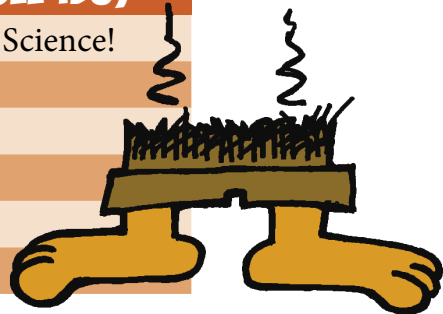


Kobolds are tightly packed furry timebombs of Chaos. Each Mad Scientist is this close to exploding.

+**SCIENCE!** You have **ADV** to pull off the impossible simply by shouting "**SCIENCE!**" and taking a **DC**™. Generally, this means you are trying to roll **CHEAT** on purpose!

### MAD SCIENTIST GEAR (ROLL 1D6)

- 1** **1d6** Scrolls of Blind them with Science!
- 2** A Little Scope
- 3** Bunsen Burner
- 4** Chemistry Set
- 5** Gravity Apple
- 6** Microscope



\* Most Mad Scientists™ are also banana pants, cuckoo, insane mad as well. It's not required, it just makes the job easier.

# MALL NINJA

Do not believe the stories, the Mall Ninja is real. Don a black tactical hoodie and pull it over your head. You have ordered the latest in 10,001 folded cutlery from the Knives-R-Us Shopping Hour. (*It's the extra 1 that shows the quality*). With a short fuse and a shorter vocabulary, you're ready to keep The Caves™ safe from invading forces, even if everyone keeps telling you to go home.

**+REAL ULTIMATE POWER.** You are a mammal. Your purpose is to fight all the time. Gain **ADV** when you flip out and try to kill people.

## MALL NINJA GEAR (ROLL 1D6)

- |          |   |
|----------|---|
| <b>1</b> | <b>1d6</b> Scrolls of Hide in Shadows!      |
| <b>2</b> | <b>1d6</b> Chucking Stars                   |
| <b>3</b> | <b>1d6</b> Smoke Pellets                    |
| <b>4</b> | Food Court Pizza                            |
| <b>5</b> | Mall Ninja Sword                            |
| <b>6</b> | (Roll on the <b>d666 ITEM</b> Chart)-chucks |

*Mall Ninjas generally have to get home by 9pm since their Mom usually has to pick them up.*



## PHILOSOPHER

Philosophers think big thoughts. Kobold Philosopher's think, which is a big enough accomplishment for a Kobold. Unlike the unwashed mass of Kobold-kind, your Kobold can't avoid the idea that there is more to life than just eating, eating, killing, eating, mating, killing, and eating. They may even have spent time contemplating not-eating (*the most vicious Zen koan in Kobold Philosophy*).



You also tend to share your observations in front of brick walls at open mic events.

**+THINK BIG.** You have **ADV** on all **EAT** rolls about using your brain for thinking. You don't take a **DC**™ for having big thoughts.

### PHILOSOPHER GEAR (ROLL 1D6)

- |          |   |
|----------|---|
| <b>1</b> | <b>PHD</b> in Philosophy ( <i>that's pretty useless</i> ) |
| <b>2</b> | The bust of a dead philosopher                            |
| <b>3</b> | A talking skull   |
| <b>4</b> | A big stick   |
| <b>5</b> | Stand-Up Philosophy Mic                                   |
| <b>6</b> | <b>1d6</b> Scrolls of Existentialism™!*                   |

*\*Existentialism™ isn't actually a spell, it's kind of like a game. Or, The Game, if you prefer. Everyone is doing really good at it, until a Philosopher shows up and is like – hey, have you ever thought about the uselessness of free will in a Polyverse™ of discrete random events, at which time, you're all like – crap, I lost. And then everyone else realizes that they too were playing Existentialism the Game, and now that they realized they were playing – that now they too have lost. It's like that. Crap, I lost.*

## PIRATE

Your Kobold was just walking through The Caves™ when someone hit them over the head and knocked them out. They wake up, go to rub their sleepy eyes, and plunge a sharp hook into the eye socket! Some bastard has gone and cut off their **PAW** and replaced it with a Hook! And now, they are going to need an eye-patch too! They go to stand up and fall over! Some other bastard cut off one of their legs and replaced it with a peg! Just when they think things can't get any worse, a parrot flies over and craps on their shoulder.



On the bright side, they find a cool new hat! It's briny air, sea shanties, and buried booty as far as the eye\* can see!

**+ARRRRRR!** Anytime you talk like a Pirate you gain **ADV**. If you would take a Death Check, you may instead roll on the Pirate Gear Chart to replace a body part. If you are out of limbs, or eyes, or roll something else, take a **DC**™ instead.

### PIRATE GEAR (ROLL 1D6)

- 1 Eye-Patch
- 2 Peg Limb
- 3 Hook Limb
- 4 Gold Doubloon
- 5 Cutlass
- 6 Parrot



\*The good eye.

## PUMPKIN SPICE KOBOLD (PSK)

Everyone sure loves Kobolds\*. Especially in early autumn when the rush to get that first tasty, snuggly Pumpkin Spice Kobold of the year! Yum-yum. Grab your Jack-O-Lantern, a thick scarf, and a steaming mug of Pumpkin Spice Kobold and get ready for the holidays.

+**PUMPKIN SPICE.** Even though you smell delicious, everyone just wants to hang out with you. As long as you are smiling, no one will attack you if you don't attack them first.

### PUMPKIN SPICE KOBOLD GEAR (ROLL 1D6)

- 1 Candles
- 2 1d6 Small Pumpkins
- 3 Bag of Spices
- 4 Warm Fleece Vest
- 5 Coffee Mug
- 6 Flaming Jack-O-Lantern!



\*No. They don't.

**Pumpkin Spice Kobolds** literally taste like Pumpkin Spice. These days, it seems like they rival Baby as the most wanted thing on the MENU. The only real hope a tiny PSK has is to crawl into a nearby Gift Basket and escape downstream.

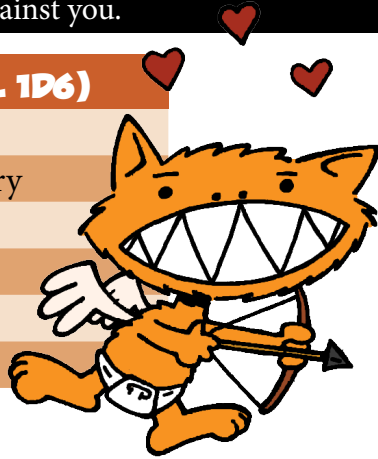
## ROMANTIC

Your Kobold is a hopeless, classic romantic – their emotions run wild, and they are constantly falling in and out of “like” with other Kobolds, places, and things.

**+CUPID'S ARROWS!** Take a **DC™** to fall madly in like (*or love*) with a target. You have **ADV** on rolls targeting them, and they have **DIS** against you.

### ROMANTIC GEAR (ROLL 1D6)

- 1** Book of Your Poetry
- 2** Book of Actually Good Poetry
- 3** Box of Chocolates
- 4** Flowers
- 5** A Boom Box
- 6** Diaper



## ROYAL ASSASSIN

Your Kobold is a member of a super-secret, hush-hush organization of roof-top diving, super sneaky assassin types. These assassins protect King Torg (*All Hail King Torg!*) from threats both real and imagined. They wear cool hoodies, too.

**+BOUNCY.** Anytime Kobold jumps off something, they always land safely.

### ROYAL ASSASSIN GEAR (ROLL 1D6)

- 1** Stabby Dagger
- 2** Jug of Poison
- 3** Limb-Mounted Spring-Blade
- 4** Crossbow
- 5** Distracting Rock
- 6** Get Out of Jail Free card

# RULES LAWYER

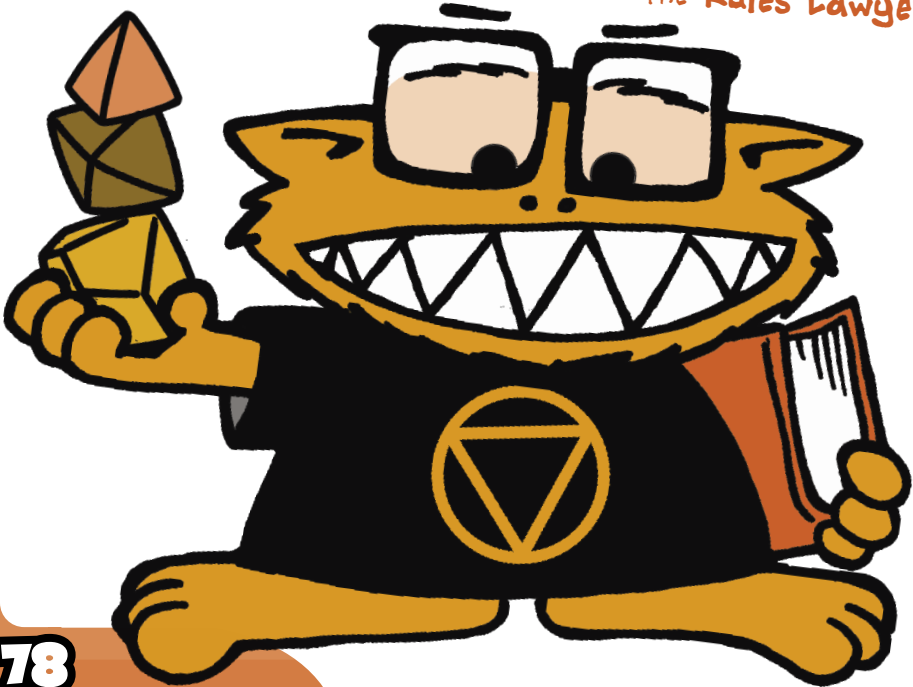
Your Kobold spent most of their time playing board games, pawing through **TTRPG** tomes and have a propensity for games with funny looking dice. Like all gamers, they seem to have an infinite supply of awesome graphic tees and can always grab a fresh new one whenever they are in The Caves™.

**+POLYHEDRAL.** You can roll any die you want; you aren't required to roll a **d6**.

RULES LAWYER GEAR (ROLL 1D6)	
1	A Sharp Pencil
2	1d6 Character Sheet(s)
3	Appendix N
4	An Appendix from a guy named Gary
5	A large bag of four-sided dice
6	<b>KOBOLDS ATE MY BABY!</b> ™ The Orange Book*

\*Take a Death Check™, this is getting too meta.

"Let me tell you about my **ACTUAL PLAY** podcast" is the war cry of the Rules Lawyer.





Sales Kobolds are smart enough to have avoided MLMs, pyramid schemes, Crypto, NFTs, and the Stock Market - but they get really excited for a box of candles, candy, and magazine subscriptions.



## SALES KOBOLD

Kobolds have no concept of money or economics, but they do like stuff, and your Kobold is just the one to sell it to them. Now get 'em out there and meet your quota already! These self-selling dinguses aren't going to sell themselves! (*How ironic.*)

**+BRASS BALLS.** Whenever you sell something, you get a Coffee! Because Coffee is for Closers! When you drink Coffee! You get to take another moment after this one.

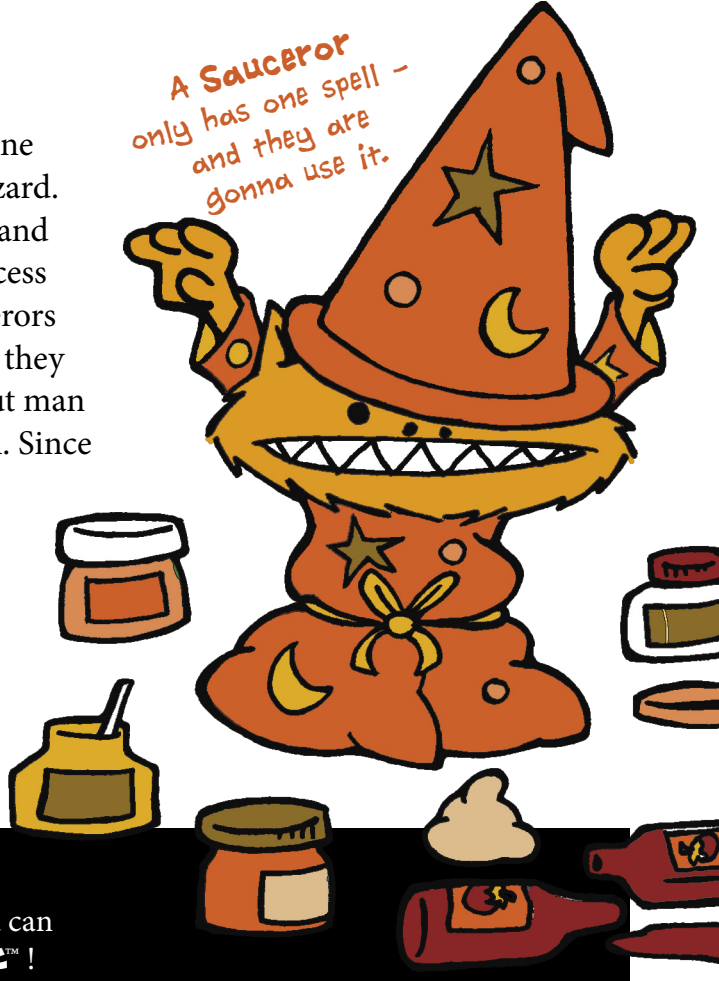
### SALES KOBOLD GEAR (ROLL 1D6)

- 1 A Vacu-Sux Cleaner!
- 2 Booze
- 3 The Latest and Greatest!
- 4 Tickets to Milton (*Just as good as Hamilton*)
- 5 Leads
- 6 A Suitcase of Holding! (*Take a DC™ to pull out RANNO ITEM from the D666 Chart*)

# SAUCEROR

A Sauceror blurs the line between Chef and Wizard. Unlike other Wizards and Warlocks that have access to a lot of spells, Saucerors are a one-trick pony – they only have one spell, but man can they cast that spell. Since Sauce-ory is innate and not learned, Saucerors tend to be dumber than other magic users, but what they lack in smarts, they tend to make up with enthusiasm!

*A Sauceror only has one spell – and they are gonna use it.*



+**SAUCE-ORY!** You know one randomly assembled spell. You can cast it by taking a **DC™**!

## SAUCEROR SPELL (ROLL 2D6, 2D6, 2D6)

	<b>TOPPING</b>	<b>FOOD</b>	<b>EMBELLISHMENT</b>
<b>2</b>	Exploding	Shellfish	of Fire
<b>3</b>	Crunchy	Pasta	of Invisibility
<b>4</b>	Sweet	Burger	of Embiggening
<b>5</b>	Moist	Cheese	Wall
<b>6</b>	Mysterious	Beef	of Mystery
<b>7</b>	Spicy	Chicken	of Biological Distress
<b>8</b>	Pointy	Noodles	Meal of Doom!
<b>9</b>	Chewy	Fish	of Vengeance
<b>10</b>	Murderous	Legume	Swarm
<b>11</b>	Sticky	Nuts	Cloud
<b>12</b>	Sharp	Cereal	Golem

## TAX ACCOUNTANT

Your Kobold only works for 100% legitimate, above-board companies and they don't know nothin' about what youse guys are talking about. Which is great because the only math they know is Kobold math, which is more about smashing things together than counting.

+**RECYCLING!** When speaking in a fake mafia accent, your Kobold gains advantage on “I was never there” and “Sorry, about that I didn't see you there” type rolls. They can take a Death Check™ to “Find something that just happened to fall off the truck” and roll on the **d666 ITEM** Chart.

### TAX ACCOUNTANT GEAR (ROLL 1D6)

- 1 Pencils
- 2 Broken Bottle
- 3 Bent Iron Rod
- 4 Death Checkbook
- 5 Combat Abacus
- 6 The Appropriate Forms

*Tax Accountants  
are always ready to  
“fill out those forms”*



# TOURIST

All Kobolds are fearless, and all Kobolds wander into strange and new places, sure, but your Kobold carries a map, possibly a flag, and speaks with a loud, posh accent. You are on holiday - and determined to have a good time. You have a pith helmet and a very British mustache.

+**WHAT, WHAT?!** As long as you are speaking loudly and slowly, you can speak at anything. By taking a **DC™** you can actually talk to anything.

## TOURIST GEAR (ROLL 1D6)

- 1** Map of the “known” caves
- 2** Sunscreen
- 3** Backpack
- 4** Vacation Guidebook
- 5** Flag
- 6** Monocle

# VANILLA KOBOLD

You are just a regular Kobold - , brainless, helpless, hopeless! Unemployed! This means that your on the top of the who’s on the menu list. You better get out there and go find some food for King Torg (*All Hail King Torg!*) or its gonna be you in the stewpot.

+**TASTES LIKE KOBOLD!** You taste like the 7th Flavor - Vanilla. Gain advantage when making **KOBOLD** Rolls.

## VANILLA KOBOLD GEAR (ROLL 1D6)

- 1** Treasured Heirloom (*Roll on the **d666** Item Chart*)
- 2** Useless Junk (*Roll on the **d666** Item Chart*)
- 3** Current Obsession (*Roll on the **d666** Item Chart*)
- 4** Shiny Thing (*Roll on the **d666** Item Chart*)
- 5** Holiday Present (*Roll on the **d666** Item Chart*)
- 6** Nothing!

# VETERINARIAN

Your Kobold didn't spend four years in undergrad and another four years in medical school to be called Doctor. They spent their time doing that because they were being used for lab experiments. You do think that you have picked up a few tricks along the way.

+**DOOLITTLE!** You can speak with Critters of all types. Sometimes, they even talk back.

## VETERINARIAN GEAR (ROLL 1D6)

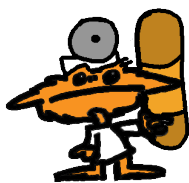
- |   |                                |
|---|--------------------------------|
| 1 | 1d6 Scrolls of Summon Chicken! |
| 2 | Neck Cone                      |
| 3 | Stethoscope                    |
| 4 | A Pet Carrier ( <i>empty</i> ) |
| 5 | A Pet Carrier ( <i>full</i> )  |
| 6 | Pills                          |

## PET (ROLL 1D6)

- |   |             |
|---|-------------|
| 1 | Rock        |
| 2 | Lil' Spider |
| 3 | Toad        |
| 4 | Mouse       |
| 5 | Houseplant  |
| 6 | Tiny Kobold |

A Veterinarian has the nasty job of keeping every one else safe and healthy.

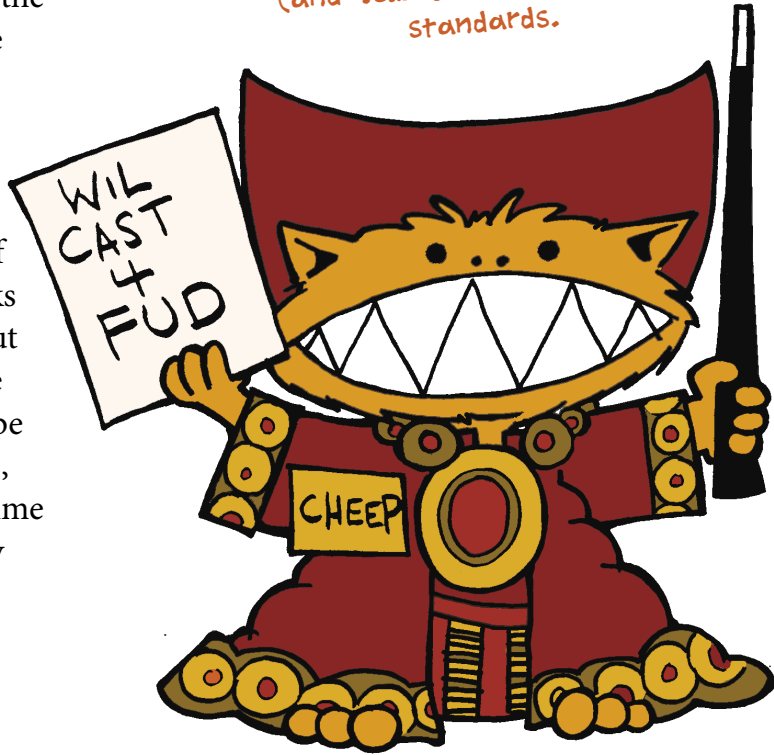
This often means treating sick Kobolds which, if you think about it for a second, sounds really gross.



## WARLOCK FOR HIRE

The most vile and evil of magicks is the ability to raise the dead! Wizards that turn to this path often lose their souls and face an eternity of burning pitchforks and lava baths. But that's when you're dead, which will be soon (*but not yet*), and in the meantime you make a pretty good living at it.

All Warlocks serve a dark patron, its just that Kobolds (and **Tabriz**) have very low standards.



**+NEKROBOLDMANCY!** You can raise the dead! You need a dead thing and take a Death Check™ then roll **2d6** on the Random Undead Minion Chart.

### RANDOM UNDEAD MINION (ROLL 2D6)

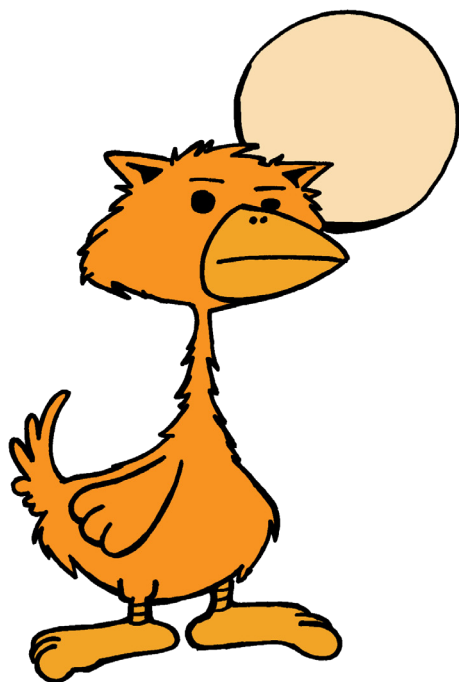
- |          |          |                     |
|----------|----------|---------------------|
| <b>1</b> | Skeleton | wearing a Hat       |
| <b>2</b> | Zombie   | spewing Acid Breath |
| <b>3</b> | Ghost    | weilding Weapons    |
| <b>4</b> | Wraith   | on Fire             |
| <b>5</b> | Mummy    | with Anxiety        |
| <b>6</b> | Vampire  | with Attitude       |

**GABY** has a dead rat. Using Nekroboldmancy, she rolls a 5 and 1. She has reanimated it as a Vampire Rat wearing a Hat!

## WERE-CHICKEN

You were backpacking across some moors, not heeding the warning from the creepy villagers when you were attacked by the biggest, ugliest chicken ever! Baa-whooooo! It howled? Clucked, that sounds more, right? Clucked! Yeah, it clucked at the moon!

Now, whenever the moon is “Eggs Over My Hammy” your Kobold turns into the accursed Were-chicken!



*Kobolds and Chicken are ancient enemies - the same size, roughly the same intelligence, and both are tasty fried and served in a bucket. Braaaawk!*

**+CLICK AT THE MOON!** Your Kobold turns into a Were-chicken whenever something moon-related happens! You trigger this by letting out a Were-chicken cluck and taking a **DC™**. The next **DC™** you take is ignored but then you revert back into a Kobold. You also speak fluent Chicken.

### WERE-CHICKEN GEAR (ROLL 1D6)

- 1** A Dozen Eggs
- 2** Kobold Disguise Kit
- 3** **1d6** Crescent Rolls
- 4** Bag of Chicken Feed
- 5** Shredded shorts
- 6** Autographed picture of Clucky the Chicken!

## WIZARD'S LACKEY

Your Kobold was hired out to work for some evil wizard, necromancer, warlock, or some other generally crazy magic type. You managed to snag a handful of pages out of a spellbook, and now wear a cool hat and star-covered robes!

**+LACKEY!** As the servant of a Wizard, you have gotten used to being around all sorts of Magic and when casting spells, you can make a **CHAOS SAVE** (see page 24) to avoid taking a Death Check™.

### APPRENTICE GEAR (ROLL 1D6)

- |   |                    |
|---|--------------------|
| 1 | One Nifty Spell    |
| 2 | Two Rando Spells   |
| 3 | Three Nifty Spells |
| 4 | Four Rando Spells  |
| 5 | Five Nifty Spells  |
| 6 | Six Rando Spells   |

See page 92 for the Spell Charts and more on Kobold's using Magic.

*Wizard lackeys are insufferable. They constantly drone on about how they worked for a powerful spell caster, and how the coffee was better, and the beer was dark and warm. And don't even get me started on the bubbling potions - the bubbling potions were just to die\* for.*



*\*Drinking a bubbling potion is currently #7 on the Top Ten Reasons That I am Now Dead Chart that Tabriz keeps about his lackeys.*



## WRASSLER

You know that wrassling is real, because your Kobold is the real deal. You are a skillful grappler, far more effective than any hoity-toity martial artist. So, you don a mask, squeeze into some tight spandex shorts, and get ready for a Battle Royale (*with Cheese*)! Let Kobold-mania run wild on your foes! Snap into it!

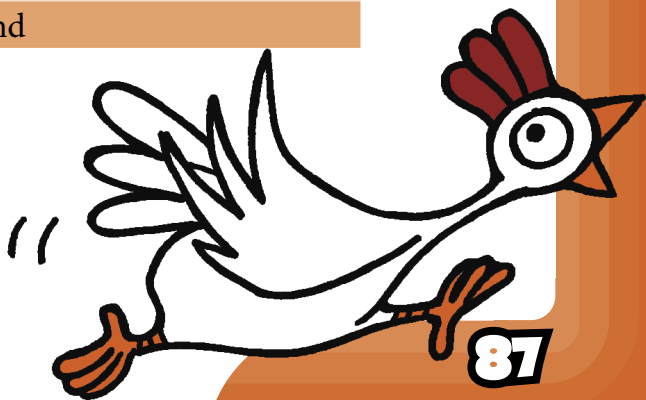


VOR 3:16 says I just whooped your ass brother!

♦**FOREIGN OBJECTS!** Chairs, Ladders, Astrolabes, and Tables give you **ADV** to **BEAT** rolls. The more insane the better!

### WRASSLER GEAR (ROLL 1D6)

- 1** 1d6 Scrolls of Summon Cage Match!
- 2** Turnbuckle
- 3** Wrassling Oil
- 4** A Folding Chair
- 5** Burrito
- 6** Giant Foam Hand



# WHAT'S THAT IN YOUR LEFT PAW?

After you have a **JOB**, roll **d666** to find out what else your Kobold is holding (and write the answer in the **LEFT PAW** of your Kobold Character Sheet™).

Your first **d6** determines the Category of Item. Go to that Chart and roll **1d6** to find the Type of item (*a sub chart*). Finally, your 3<sup>rd</sup> **d6** determines the **STYLE** of an item. Use Style and Type to find what item you are holding.

## ITEM CATEGORY (ROLL 1D6)

<b>1</b>	Foodstuffs (page 89)
<b>2</b>	Weapons (page 90)
<b>3</b>	Recycled Gear (page 91)
<b>4</b>	Garbage (page 92)
<b>5</b>	Treasures (page 93)
<b>6</b>	McGuffins (page 94)

## STYLE (ROLL 1D6)

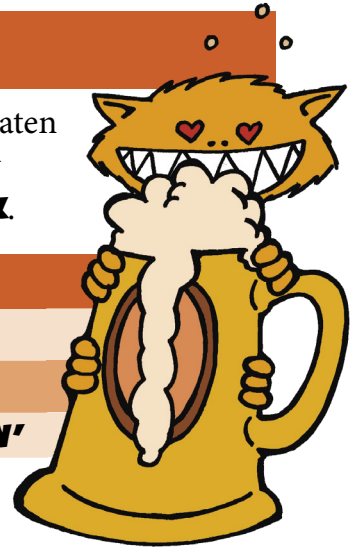
<b>1</b>	Big
<b>2</b>	Little
<b>3</b>	Spicy
<b>4</b>	Weird
<b>5</b>	Magic
<b>6</b>	Dangerous!

Remember – **DANGEROUS!**  
Items give you a Death Check™  
when you use them.



# FOODSTUFFS

Tasty food and other edibles. Most food can be eaten to erase a **DEATH CHECK™**. Drinking alcohol may result in a variety of effects, mostly being **DRUNK**.



## FOODSTUFFS (ROLL 1D6)

**1 MEAT**

**4 BOOZE**

**2 VEG**

**5 BREAD**

**3 CHEESE**

**6 STILL KICKIN'**

	1 Big	2 Little	3 Spicy	4 Weird	5 Magic	6 Danger!
<b>1 Meat</b>	Large Bone	d6 Mice	Spice Rack	d6 Burgers	Unicorn Horn	Rat Poison!
<b>2 Veg</b>	d6 Potatoes	6d6 Sugar Cubes	d6 Spicy Peppers	Herb	d6 Invisible Carrots	Venus Fly Trap!
<b>3 Cheese</b>	Cheese Wheel	String Cheese	Strong Bleu Cheese	Cheese Knife	Milk	Very Sharp Cheddar!
<b>4 Booze</b>	Beer	Tequila	Molotov	Strange Vintage	Scotch	Bleach!
<b>5 Bread</b>	Loaf of Bread	d6 Tacos	Crackers	d6 Pretzels	Cupcake	Cake!
<b>6 Still Kickin'</b>	Black Cat	d6 Pigeons	Chicken	Psychic Brussel Sprouts	Vampire Bat	Lobster!



# WEAPONS

Every Kobold likes a nice weapon. When using a weapon, a Kobold will generally have **ADV** to **HIT** or to **DAM**. Fast, precise things like lances, spears, or chopsticks may provide **ADV** to **BEAT** rolls to attack, destructive and powerful weapons like a saw, a chain, or a chainsaw may give **ADV** to the **DAM** rolled.



## WEAPONS (ROLL 1D6)

**1 SWORDS**

**4 SPEARS**

**2 CUTLERY**

**5 KNIVES**

**3 CLUBS**

**6 'SPLOSIVES**

	1 Big	2 Little	3 Spicy	4 Weird	5 Magic	6 Danger!
<b>1 Swords</b>	Big Sword	Dagger	Scimitar	Kopesh	Dancing Sword	Chainsaw!
<b>2 Cutlery</b>	Butcher Knife	Fork	Large Spoon	Measuring Cups	Cauldron	Frying Pan!
<b>3 Clubs</b>	Big Stick	Mace	Thong	Baseball Bat	War Hamster	Iron Poker!
<b>4 Spears</b>	Chop Sticks	Spear	9-foot pole	Jar of Pickles	Javelin	Stilts!
<b>5 Knives</b>	Steak Knife	Butter Knife	Throwing Knife	Swiss Army Knife	Talking Dagger	Box of Cool Knives!
<b>6 'Splosives</b>	Powder Keg	Matches	d6 Dynamite	Flame Thrower!	Necklace of Fireballs!	Cannon!

# RECYCLED ADVENTURER'S GEAR

Kobolds may be idiots, but even they believe in Global Warming. Kobolds try to be mindful of the environment and make sure to recycle any chance they get (*which is mostly in reusing the gear abandoned or thrown out by careless adventurers*).



## RECYCLED GEAR (ROLL 1D6)

**1 WANDS**

**4 LIGHT SOURCES**

**2 CLIMBING GEAR**

**5 HONEST TOOLS**

**3 THIEVES TOOLS**

**6 COOKING**

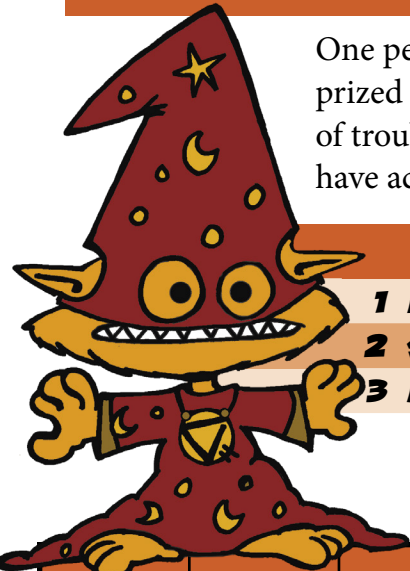
	1 Big	2 Little	3 Spicy	4 Weird	5 Magic	6 Danger!
1 Wands	Wizard Staff	Pointy Stick	Wand of Salt and Pepper	Immovable Rod!	Wand of Magic Missiles!	Accursed Wand!
2 Climbing Gear	d6 Spikes	d6 Feet of Rope	Dental Floss	Step Ladder	Spider Amulet!	Hammer!
3 Thieves Tools	Lock	Keys	Black Cape	Change Purse	Ring of Invisibility	Black Mask!
4 Light	Lantern	d6 Torches	Hot Sauce	Ring of Feathers	Glowing Mace	Flaming Sword!
5 Honest Tools	Saw	Wrench	Plunger	Abacus	Telescope	Screw Driver!
6 Cooking	Stew Pot	Colander	Spatula	Mortar and Pestle	Cup of Endless Water!	Cheese Grater!

\*Vor is getting Angrier, and that means hotter summers and colder winters.



# GARBAGE

One person's actual garbage is another Kobold's prized possession. You will be shocked at the kinds of trouble that a Kobold can get up to when they have access to a pile of trash. #trashanimal



## GARBAGE (ROLL 1D6)

**1 DEAD THINGS**

**4 DISCARDED CUTLERY**

**2 SCRAPS**

**5 USED CLOTHING**

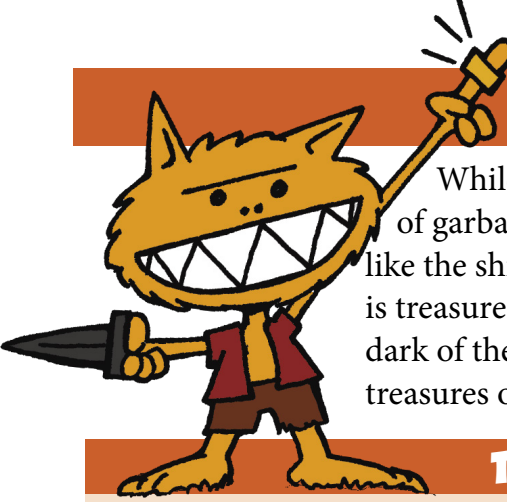
**3 BROKEN ITEMS**

**6 MISTAKES**

	1 Big	2 Little	3 Spicy	4 Weird	5 Magic	6 Danger!
<b>1 Dead Things</b>	Skeleton	Dead Rat	Deadly Fungus	Empty Bottle	Talking Skull	Sharp Bones
<b>2 Scraps</b>	Dragon Scale	Fruit Rinds	Pepper Pot	Broken Mirror	Used Material	d6 Coals!
<b>3 Broken Items</b>	Tree Limb	Bag of Teeth	Bag of Glass!	Eggshells	d6 Scrolls	d6 Shivs!
<b>4 Discarded Cutlery</b>	Ladle	Teaspoon	Shrimp Fork	Teacup	Unseen Servant	Coffee Pot!
<b>5 Used Clothing</b>	Helmet	Black T-shirt	Spiked Glove	Fedora	Sneakers	Trench Coat
<b>6 Mistakes</b>	Wedding Ring	Nail File	d6 Oysters	Cult Robes!	Black Lettuce	Cursed Hat!

# TREASURES

While Kobolds can find value in a pile of garbage, that doesn't mean that they don't like the shine of a nice gold piece\*. Treasure is treasure for a reason – and in the deep and dark of the dungeon, you can sometimes find treasures of power and great danger! Good Luck.



## TREASURES (ROLL 1D6)

- |          |                |          |                      |
|----------|----------------|----------|----------------------|
| <b>1</b> | <b>SCROLLS</b> | <b>4</b> | <b>MONSTER STUFF</b> |
| <b>2</b> | <b>POTIONS</b> | <b>5</b> | <b>WIZARD STUFF</b>  |
| <b>3</b> | <b>ARMOR</b>   | <b>6</b> | <b>DEMON STUFF</b>   |

	1 Big	2 Little	3 Spicy	4 Weird	5 Magic	6 Danger!
<b>1 Scrolls</b>	Flying Carpet	1 Scroll	d6 Cigars	1 Scroll d6 Times	d6 Scrolls	The OGL!
<b>2 Potions</b>	d6 Healing Potions	Potion of Water Breathing	Potion of Dragon Breath	Potion of Bubbles	d6 Random Potions	Deadly Acid!
<b>3 Armor</b>	Shield	Loincloth	Bikini	Fishbowl	Valkyrie Helm	Barrel
<b>4 Monster Stuff</b>	Huge Skull	Bag of Treats	A giant Fang	Fur Coat	A Beehive	Hunter's Trap!
<b>5 Wizard Stuff</b>	Big Book	Glass Bottles	Melty Candles	A Frog	A Pipe	A Pointy Hat
<b>6 Demon Stuff</b>	Jean Jacket	Guitar	d6 Vinyl Records	Magic Tome	A Fire Imp	Devil's Pitchfork!

\*It is important to note that Kobolds have literally no understanding of "value" in the way that Humans do. Can I eat it? That's value to a Kobold.



# MCGUFFINS

The oddest sort of item, but at least they keep the story going, amirite? Anyway, you have an obscure, potentially dangerous (possibly **DANGEROUS!**) something.

## MCGUFFINS (ROLL 1D6)

**1 FINE ART**

**4 COOL STUFF**

**2 THE LOOT**

**5 ESOTERICA**

**3 EPIC ITEMS**

**6 FABLED ARTIFACTS**

	1	2	3	4	5	6
	Big	Little	Spicy	Weird	Magic	Danger!
1 Fine Art	Marble Statue	Egg McGuffin	Steamy Book!	Crayons	Magic Painting	Medusa Head!
2 The Loot	Gold Coins	Copper Pot	Sausage McGuffin	Crypt Currency	Bag of Holding!	d6 Gems
3 Epic Weapons	Math Sword!	Dagger of Flying!	Vorpal McGuffin	Spear of Density!	Vorpal Snicker Snacker!	Bag of d4s!
4 Cool Stuff	Sun Glasses!	Leather Jacket	3 Magic Beans!	Glaive	Tabriz Action Figure	Cheese McGuffin
5 Esoterica	Friendships we made along the way	200 XP	A Love Interest in Canada	Kobolds Ate My Baby!™	Golden Arches!	Lycan-thropy!
6 Fabled Artifacts	Giant McGuffin	The Ring of Power!	Tentacles!	Also, Tentacles!	Stick of Bad!	Satan!*

\*Please turn to page 146 right now.



## Tabriz the Evil Arch-Warlock for Hire

is the number one employer of Kobolds in the Tri-Realm area - with jobs in guarding, magic research, evil mercenary army recruits, dungeon cleaning, and the occasional catering gig.

He presides over a number of low-rent dungeons, and works for a few minor Dark Lords (especially ones on tight budgets). He is known as the master of The Extremely High Tower of Painful Mystical Death (which is really just a run-down, ramshackle tower that he picked up in a poker game).



# KOBOLD MAGIC!

Due to a complete lack of marketable skills many Kobolds end up working **IX-TO-V** as fodder in Boss Monster's dungeon. The exceptionally ambitious Kobold might eventually work their way through the ranks and end up henching for Evil Wizards.

A wandering scientist dissected several Kobolds for a light snack and accidentally discovered a high percentage of rare elements within a Kobold's elemental makeup. There is an abundance of Chaosotopes, way too much Chaosium, off-the-chart levels of Hemogoblins (*both red and white*), actual Ninthlevelium, etc. This makeup means that the normal safeguards in all other sentient creatures were not present, letting magicks work unfettered. So, Kobolds sorta, kinda can use Magic. Well, that's not quite right. They gain the ability to make magical writing sort of read itself. If a **KOBOLD** takes a magic scroll (*or more commonly, rips a page out of a spellbook*) and throws it at someone – the spell will work.

When you have a Spell Page, you (*the **PLAYER***) must take a piece of actual, literal paper – crumple it up, and throw it at your target. Once your Kobold “casts” the spell the page puffs in a little wisp of brimstone and cinnamon toast. Just wad up your **SPELL PAGES** and chuck them at your object of ire. Wherever it lands will feel your surprise wrath!

Regardless of what is written on the spell scroll, the act of using Magic like this is **DANGEROUS!** and the spellcaster takes a Death Check™ for messing about with eldritch forces.

## HOW DOES ONE INTERPRET THIS SPELL?

What does it all mean? I mean, really? You cast **Wall of Beer**, sure, but what does that mean? The best way to have this play out is to tell The Mayor™ what the Kobold wanted to happen. The Mayor™ will tell them what really happens, which might be what they wanted (*assuming it makes sense based on the name of the spell*)!



## JUST GIVE ME A DAM SPELL!

Optionally, Kobolds muster all their Koboldy energy into warping the fabric of reality and create a unique magic spell. Here's a **NIFTY** table to roll on or the **RANDO** Spell table to make that happen:

### NIFTY TABLE

	Part 1	Part 2	Part 3a	Part 3b
<b>1</b>	Bursting	Sizzling	Bolt	Chicken
<b>2</b>	magicks	Chilling	Pretzel	Bucket
<b>3</b>	Wall of	Zapping	Wave	D.L.C.
<b>4</b>	Gigantic	Cooking	Boot	Meh
<b>5</b>	Here Comes	Combining	Booze	Hors d'Oeuvre
<b>6</b>	Summon	Horrible	Monster	Spikes

**NIFTY RULE!** Roll **3d6** or **4d6**. Combine Part 1, Part 2, and some combination of Part 3a and 3b.

### RANDO TABLE

	Part A	Part B	Part C	Part 4
<b>1</b>	Meaty	Big	Rock	Doom!
<b>2</b>	Zapping	Tiny	Pan/Pot	Stench!
<b>3</b>	Flaming	Robust	Blob	Exclamation!
<b>4</b>	Frozen	Invisible	Portal	Rando the Near Great
<b>5</b>	Moist	Highly Visible	Bees	Cleanliness!
<b>6</b>	Summon	Limited Edition	Wall	Near Missing!

**RANDO RULE!** Roll **4d6**. Combine A, B, C the word “of” and 4.

# AN ACTUAL PLAY\* OF KOBOLDS ATE MY BABY!™

**The Mayor™:** King Torg is drinking an Orange Julius

**Everyone (Except Player One):** All Hail King Torg!

**Player One:** Did we start? Crap.

**The Mayor™:** Take a Death Check please.

**Player One:** Ok, I fill in a skull, roll 2d6... a 4 and a 2.... now what?

**The Mayor™:** Add those together.

**Player One:** I thought math was bad?

**The Mayor™:** In this case, it's fine.

**Player One:** This feels like a trap.



*Kobold Random  
Horrible Death can  
come when you least  
expect it.*

**The Mayor™:** Please add your 4 and 2 together plus the number of skulls you shaded in.

**Player One:** Now you want me to count something? This is nuts!

**Player Two:** It's only one skull!

**Player One:** [pointing at Player Two] They get a DC for that, right?

**Player Two:** Just add the 4 and 2 and 1, ok?

**Player Three:** It's 7.

**Player One:** [pointing at Player Three now] DC! They mathed at me!

**Player Three:** The heck?

**Player Two:** OMG, it's not even greater than 12.

**Player One:** [pointing with both paws at P1 and P2] Ah! Moar maths! Attack them!

**The Mayor™:** Please resolve this DC...

**Player One:** I attack them both with my pointed stick! [rolls 3 on BEAT] I miss!

**The Mayor™:** Hmm. Take... [drinks something] take another DC.

**Player One:** Ok, so I fill in this skull, roll 2d6...

**Player Four:** [grinning impishly] I cast 'Flaming Ball of Death' while yelling 'ALL HAIL KING TORG!'

**Everyone (Except Player One):** All Hail King Torg!

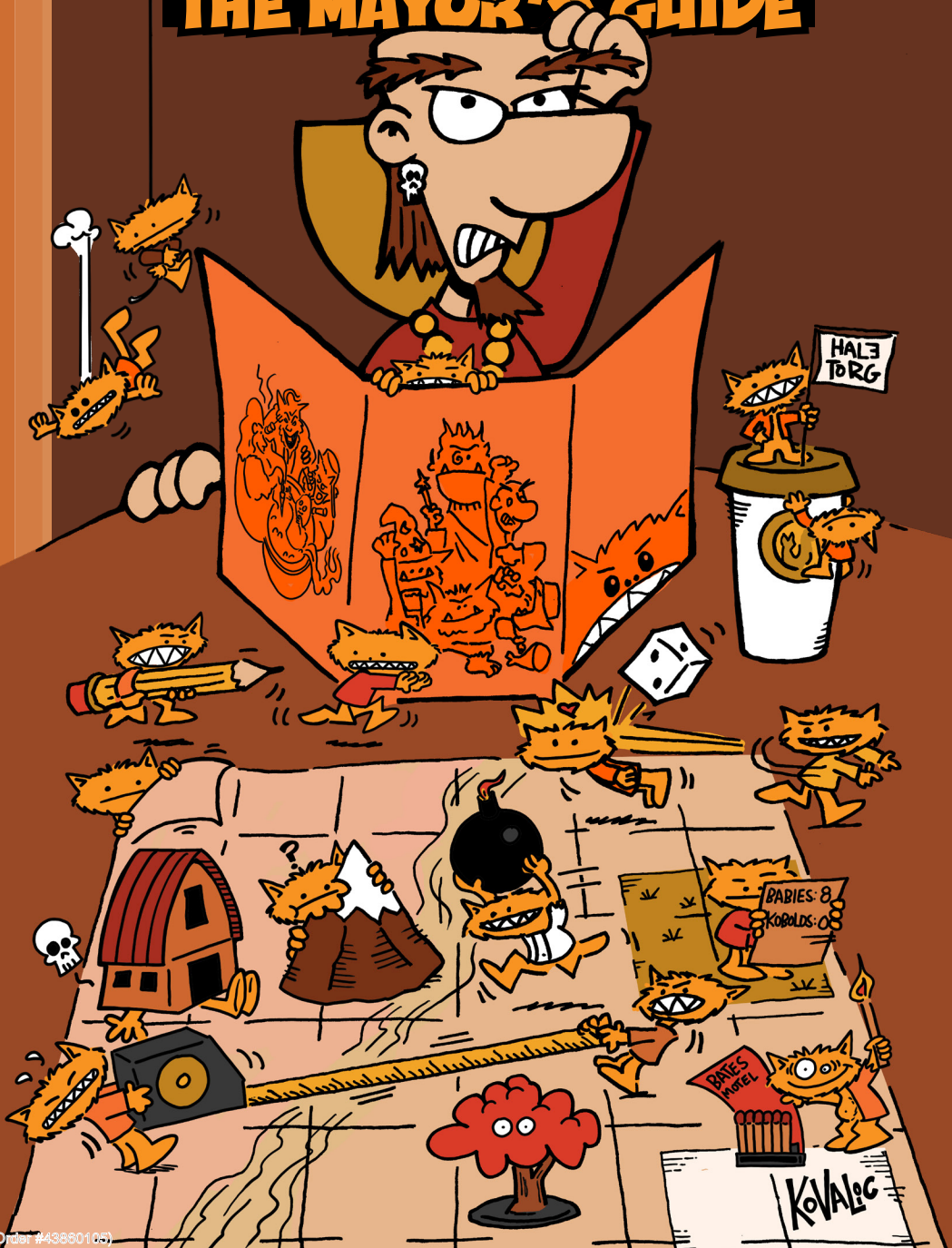
**The Mayor™:** I'm going to need you to take another Death Check™ there...

*\*An "Actual Play" not an actual "Play". If you understand the difference, than this joke was for you. Relevance!*



# KOBOLDS ATE MY BABY!

## THE MAYOR'S GUIDE



# FROM THE MAYOR'S DESK

If you're reading this section – you are either a glutton for punishment or have recently won a vicious election to be The Mayor™ (*or, more likely lost a die roll*). Congratulations!

**THE MAYOR™** is the Game Master of a **KOBOLDS ATE MY BABY!™** game. They are responsible for setting up the game, creating the town, running the townsfolk and the critters (**NKCS**), accepting bribes, and trying to kill as many Kobolds as possible.

The first thing that you need to learn is how to run a game.

Generally, the sequence of events is as follows: You, The Mayor™, describe a scene to the players, the players tell you what they want their Kobold to do with their **MOMENT**, you help them figure out which of the four **RESULTS** they want from their **ACTION** (**EAT**, **FEET**, **BEAT**, or **MEAT**). Then, you describe the results of that roll, win, lose, or felony charges. Sounds fun, huh?

Let's do that again but in handy bullet point format:

- ❏ The Mayor™ describes a scene.
- ❏ A Player says what their Kobold wants to do for their Moment.
- ❏ You tell them if they need to roll dice, and what **RESULT** they are trying to roll (*Eat, Feet, Beat, Meat*).
- ❏ Describe the Results (*success, failure, Death Check™, etc.*)
- ❏ Repeat until all players have taken their moment.
- ❏ The Mayor™ “runs” the **NKCS**.
- ❏ The players make **SAVES**.
- ❏ Someone dies.
- ❏ Repeat.
- ❏ Profit?

## AN EXAMPLE OF PLAY

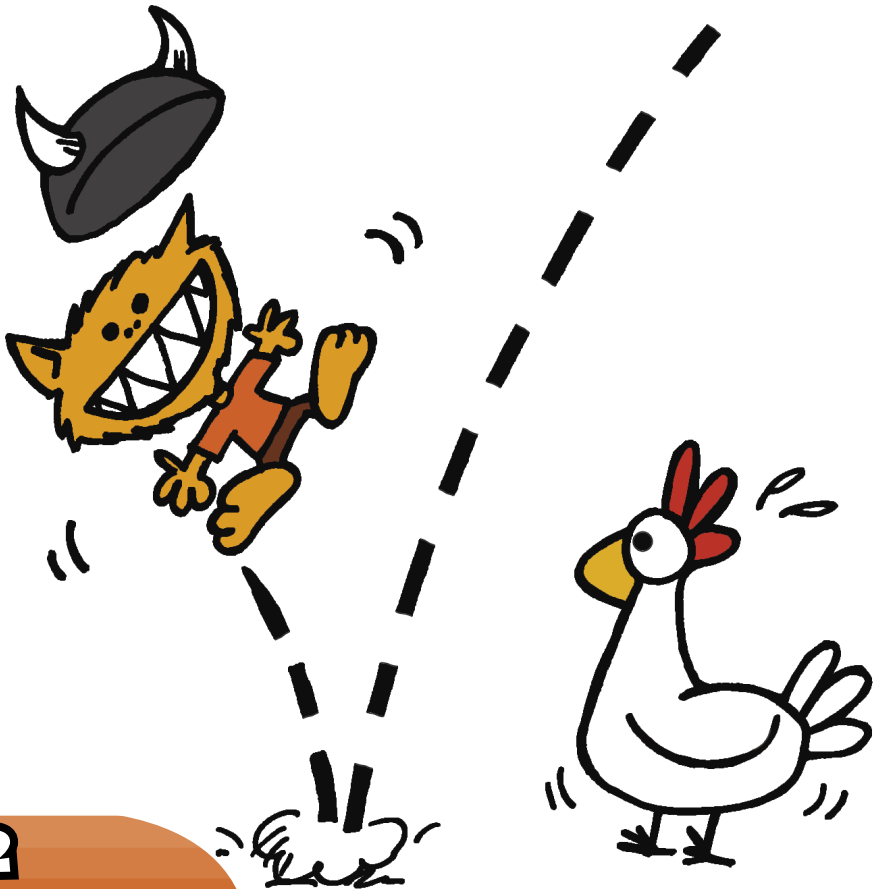
Your pod of Kobolds runs into a section of the town down by the docks. The Mayor™ says, “You see a small shack that smells like boiled fish heads and dead krill, like old chowder left in the sun. The door is closed, and putrid grey smoke pours out of the chimney.”

**LIZZ**, a Kobold, says, “I want to walk over and kick in the door.”

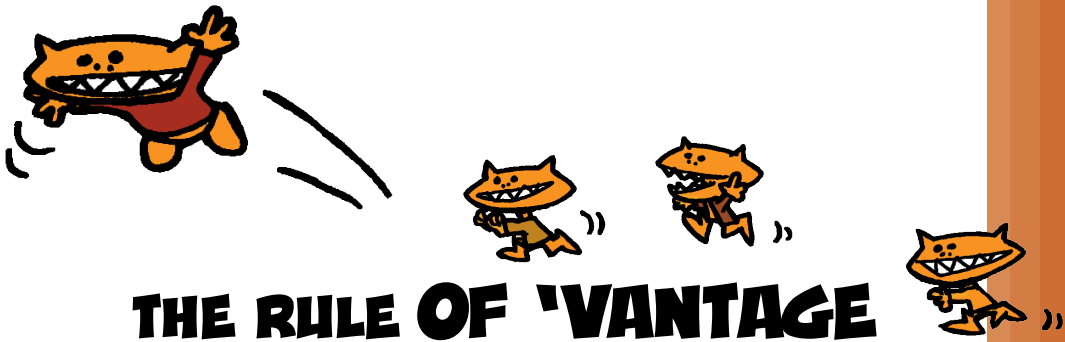
The Mayor™ says, “Great! Roll **MEAT** to see if you can kick in the door on the shack.”

**LIZZ** rolls a 2 and checks **THE RESOLVER™** on her Kobold Character Sheet; she fails.

“No luck Liz, your tiny body is too weak to kick in the door. Oh, and take a Death Check™ your foot hurts.”







## THE RULE OF 'VANTAGE



A lot of this is covered under **ACTIONS** on page 18 and **'VANTAGE** on page 26, so make sure that you have read that, and you understand how **ACTIONS**, **SAVES**, and **'VANTAGE** work.

Whenever a Kobold wants to perform an **ACTION** more complicated than walking and eating something that is already dead (*like picking a lock or scaling a wall*), or there is a chance of failure (*like catching something thrown at you*), you should have the player make a roll. Rolling dice is fun, and people playing roleplaying games really want to roll dice.

As *The Mayor*<sup>™</sup>, you will tell the Kobold which **RESULT** they are trying to roll against on the **RESOLVER** and if they have **'VANTAGE**. Most of the **TREATS** and **ITEMS** have loose or no descriptions to allow a lot of freedom with how they are played. The players are going to have all kinds of fun making up descriptions for them, excuses why they should have **ADV**, and reasons why their friends should have a **DIS**. Don't be afraid to let them shoot themselves and each other in the **PAWS**.

When the players set themselves up, you get to knock 'em down. See Kobold Horrible Death Checks on page 36.

If a Kobold wants to perform two **ACTIONS** in their **MOMENT** add a **DIS** to each **ACTION** Roll. If they want to do more than two actions give them a **DIS** for each **ACTION** and a Kobold Horrible Death Check (**DC**) because at this point, they are just going out of order.

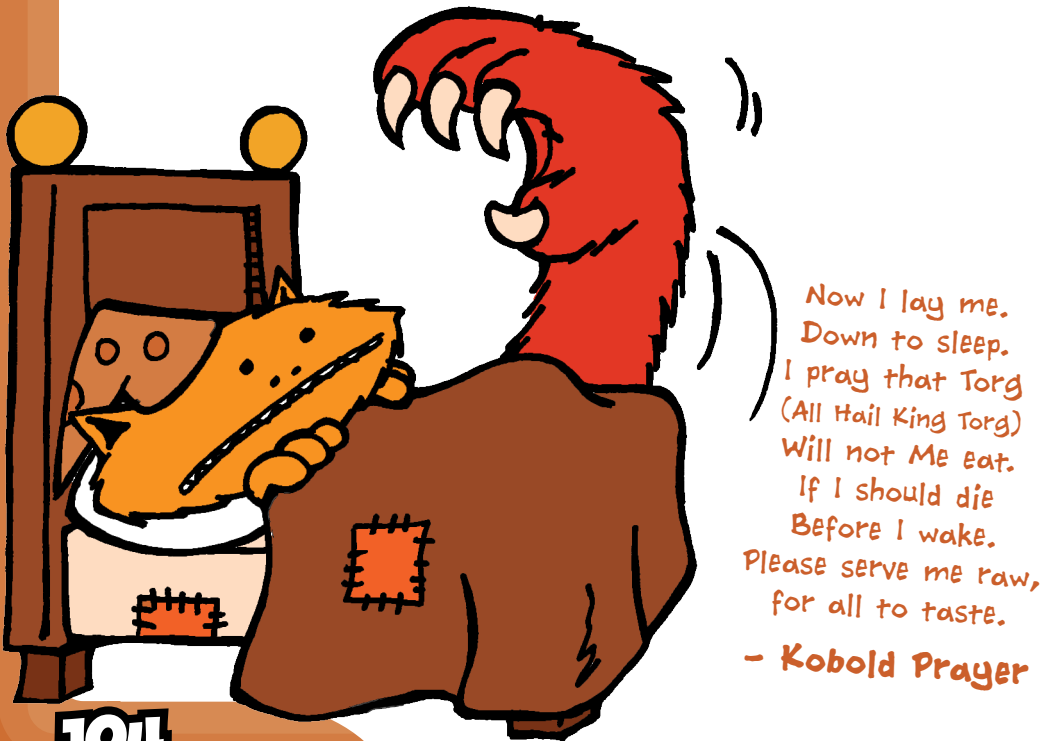
# THE VICTORY POINTS RULE

Victory Points™ are little rewards for your players when they manage to complete a task or kill an **NKC** – like milk bones. **VP** is how you determine which Kobold is winning!

The Kobold with the most Victory Points at the end of the game is typically considered the winner. In reality, the player who had the most fun is the Real Winner, but if you are the type who likes to keep score, **VP** can be gained from achieving certain goals within adventures, completing missions, at the whim of The Mayor™, and by (*of course*) killing things!

Each Non-Kobold Character has **VP** equal to its **HEARTS**. The **VP** from a task will vary based on how difficult **TM**™ believes it should have been, not how difficult the players made it. Turning in some vegetables for a pot of soup would only be **1 VP**, stealing a golden fiddle from a cursed clown might be **5 VP**.

For a complete set of advance rules on how to Spend to Victory Points, see page 153.



# THE NEGLIGENCE RULE

Take it from the pros, babies are very fragile! Like, really, really fragile. To simulate this, Babies, like Kobolds, have to track Death Checks™.

Whenever a Kobold performs any **ACTION** that would jeopardize the life of a baby, make them roll **2d6** (a *Baby Horrible Death Check*). If the **2D6** roll plus the number of checks exceeds 12 the baby dies a Baby Horrible Death™. If you need assistance with that, see the Baby Random Horrible Death™ Chart on page 141, but you are encouraged to just do something thematic and ridiculous and most likely dangerous.

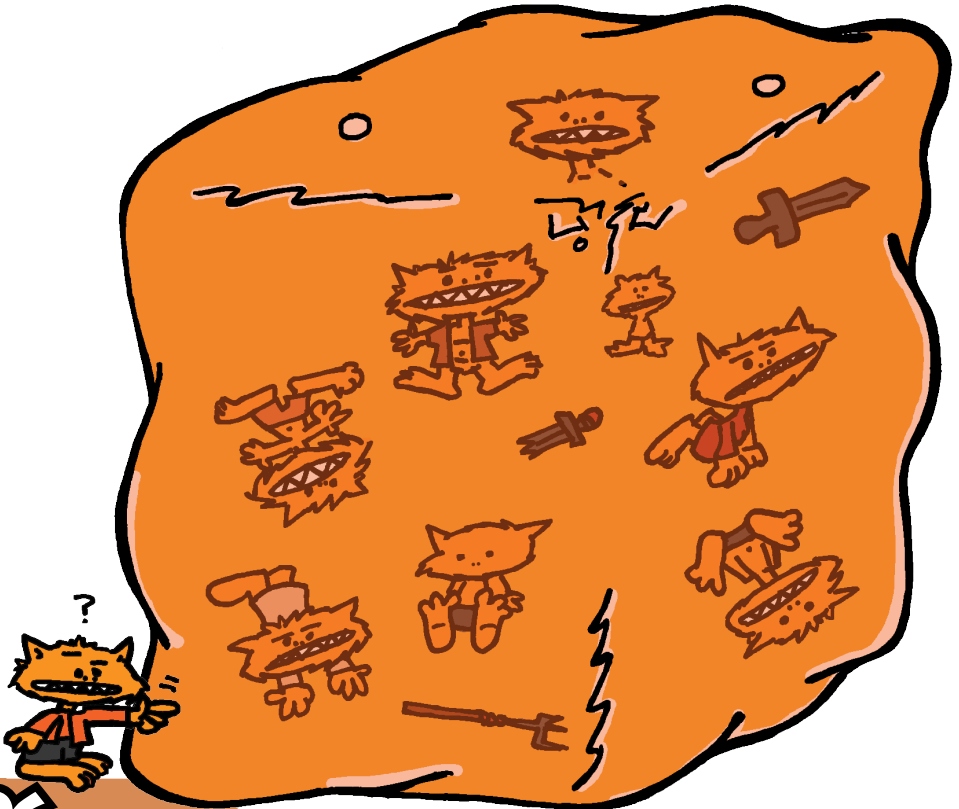
We suggest not telling the player what they are rolling for and keeping the number of checks to yourself (*until it is far too late*). What kinds of things are bad for a baby's health you ask? Here are a few:

- ❑ Casting spells near a baby.
- ❑ Screens before twenty-four months.
- ❑ Stuffing a baby in a backpack.
- ❑ Booze.
- ❑ Failing an **ACTION** or **SAVE** roll while holding one.
- ❑ Sub-prime mortgage lending.
- ❑ Supporting its streaming channel, how the hell does a baby have a Twitch?
- ❑ Setting a baby next to a fire.
- ❑ Setting a baby on fire.
- ❑ Throwing a baby.
- ❑ Teaching the baby about crypto.
- ❑ And of course, anything that would cause your siblings to tattle on you, if you were doing it to them or near them in the backseat.

# THE EATIDETIC MEMORY RULE

Kobolds have a lot in common with the flatworm – they live underground, they don't bathe, they are really into music with a lot of bass, and if you run them through mazes\*, kill them, grind them up, and feed them to the next generation they retain some of their memories. This explains why after a Kobold has died (*possibly many Kobolds have died*) new Kobolds show up and remember sorta what just happened.

All Kobolds have this feature, and you can reach back into the genetic memories of any Kobold that has been eaten by another Kobold. To do this, take a Death Check™ and then ask The Mayor™ a question. No matter what question is asked, **TM**™ need only respond with a “yes” or a “no” but they must be as truthful as they can be at the time and in the context of the game. The use of Eatidetic Memory™ does not require a roll, but it does require that you explain whatever was just learned to the group.



# THE TAKE A CHECK RULE

The Mayor™ can give anyone a Death Check™ for any reason. That'll teach 'em.\*\*



# THE BASTARD CHECK RULE

We cover a lot of good stuff in the Safety Tools section (*page 4*), but it is really important to remember that all players and you, yes you, The Mayor™ not only need to give consent but have the right to revoke it at any time.

This game has a lot of dumb jokes, cartoon violence, characters fighting each other, and occasionally someone wants to hump a chicken. Sometimes that is funny, once, but if a player is being too pushy about anything at all, won't let up on a bad idea, is being creepy, or is remotely being a jerk; give that bastard a Death Check™.

If that doesn't work or their behavior is inexcusable, don't hesitate to throw them out of the game.

*\*Mazes Fantasy Roleplaying is available at finer hobby and game stores everywhere. MSRP \$39.99 ISBN 978-1-940621-09-8.*

*\*\* It does not. It should. But it never does. They never learn.*

# THE BEER & PRETZELS RULE

We encourage you and your players to make as much noise as possible, to make utter and complete asses of yourselves in public, show that aggressive alpha Kobold energy, and to generally make a gigantic mess. What follows are a few enlightened spiritual guidelines that stayed with us into the **polymorph™** rules. They have always helped us, and our players bring out our inner Kobolds.

Games are like beer—prolonged exposure to either will destroy your life, give you a pot belly, and typically eliminate any chance you have with getting a date (*if you are into that kind of thing*). 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 Game gives you permission to take them down into the steam tunnels under the local university and release them into their natural habitat. Remember to have fun with this thing, that's why it is a game.

So far as we have learned, pretzels only exist to give you something to do while drinking beer. Likewise, rules only exist so that you can have fun playing games. Everything in this book should be changed, bent, revised, argued, pondered, revised again into a 3rd edition, eaten, regurgitated, re-revised into a Super Deluxx Edition, a 3rd Edition, a 3.5 Edition, an Orange Book, chucked out the window, laughed at, printed in Colour, put out into downloadable edition, reprinted in a classic Orange Box Edition, crowdfunded, re-re-re-released as a classic inauthentic Zine, set on fire, swallowed, and pooped out. At the end of the night, you and your friends are the ones playing this game. If you want to change the rules—go ahead! It's your game; we aren't coming to your house to follow up!\*

Plus, we already got your money.

# MAKING ADVENTURES!

Aside from some willing players and a hankering to kill Kobolds, The Mayor™ will also need something for the Kobolds to do, while they wait to die. In the business, we call these time-eating scenarios “Adventures!”

At their heart, adventures are just a cheat sheet describing what’s in the play area and what **NKCS** the Kobolds might encounter. Adventures often have a map that you share with the players and some notes for you about who the potential enemies are, where they’re found, what they’re doing, and some kind of plot points. Sometimes, you make them make the map as you go along.

## WHAT ARE WE DOING?

In **KOBOLDS ATE MY BABY!**™ the plot is almost always about food – eating food, shopping for food, stealing food, being food, etc.

King Torg™ (*All Hail King Torg!*) typically sends the horde out to invade the local town and retrieve some kind of tasty snacks, ingredients, and of course **BABIES!** You have the option to come up with something more complex if you want to be an overachiever. Either way, the Kobolds are going to burn down everything they come across like a swarm of locusts at Spring Break.

Besides the basic Food Delivery scenario, any classic **TTRPG** (or *movie*) plot can be adapted for **KAMB!** – being slayed by a dragon, fighting your way through an Adventurers’ Guild, rescuing a famous cook from the clutches of a television producer, or learning to love yourself in a heartwarming Eat, Eat, Eat tour across the food court. In these cases, you may want to actually write some notes down since you have a story (*and not just a series of food-related atrocities*).

*\*Not unless you have really good snacks.*

Remember when making scenarios to be as wild and off-the-walls as you can; and to be willing to change things up at a minute's notice. The Kobolds will seldomly do the thing that you think that they are going to do. Playing a Kobold unleashes some deep seeded Chaos in the hindbrains of humans turning them into a classroom of six-year-old murder-hobos.

You are often going to need to make rules or plot changes to get the Kobolds to go where you **NEED** them to be. This is okay, the reality of the Kobolds is that of cartoons – it doesn't need to be consistent, as long as we keep laughing and moving forwards. It's okay to change a rule so the Kobolds can talk to the old Human hermit in the woods to get a side-quest instead of just eating him. They can still eat him afterwards.

Of course, if this is your first time being The Mayor™ or even of running a roleplaying game, you're also going to need some idea of how **KAMB!** plays before you can make your own adventure. That's why we included the **M.E.N.U. ADVENTURE CREATION SYSTEM™**.

So, feel free to just skip right ahead.



Once a village catches a case of Kobolds, it's all over. Either you gotta root them out entirely, or you will never get rid of the pests. Thankfully, there seems to be a never ending supply of Fighters and Wizards that are looking to get to Second Level.



## ARE WE THERE YET?

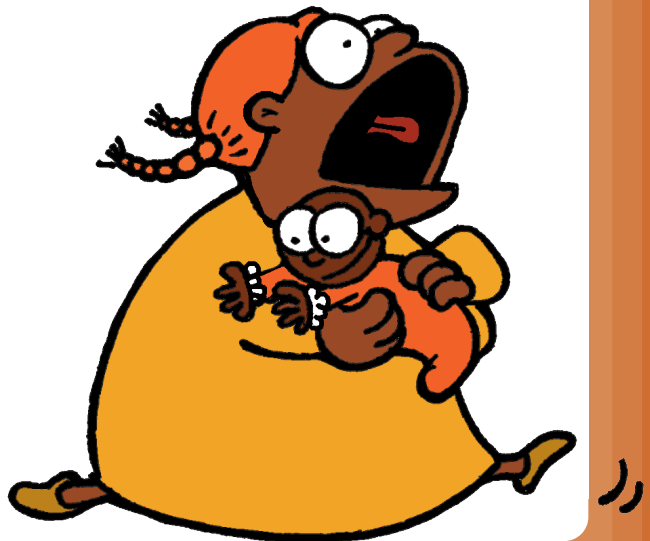
Once you decide on a kind of quest your Kobolds will attempt, you will need to make up some locations. Most games of **KAMB!** take place in or around a human town, village, or farm. The M.E.N.U. Charts give a ton\* of fun examples of building locations. You can plan out detailed dungeons, towers, crypts, amusement parks, nurseries, and any other manner of manor as places for your Kobolds to die.

Now once you have some places in mind: to map or not to map? Kobolds have no idea how to read a map key and the only **KPH\*\*** they understand is “Kobolds Per Hoagie”. So, don’t worry too much about movement speed, distances, or attack squares when designing a layout. When moving between map locations it should generally take up the Kobold’s **MOMENT** for that turn. The most important thing a map does is ensure that **TM™** and the players all understand where everything is roughly located and maybe give a hint about what things might look like.

If you’re the artistic type you can draw one up or use cool pre-generated tiles and map squares. We prefer to make our players draw the map as they discover new locations, using whatever details they decide to draw on the map (*and then use every detail they include against them*).

\* It may be more accurate to say that we give you 36 examples, but we hope that you can use this to make your own.

\*\*Your mileage may vary.



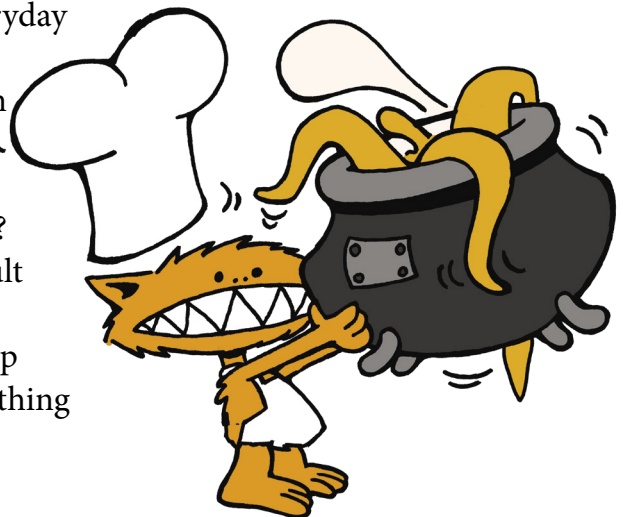
## WHAT'S FOR DINNER?

Okay, so you know where you are going, now what? You'll need to fill it with people, animals, monsters, dragons, and the occasional horror from beyond the stars. There are two schools of thought on this. The first has you meticulously planning out the area, and then populating it in a manner consistent with geological and socioeconomic factors. The second has you rolling a couple of times on a few random M.E.N.U. charts for surprise encounters and getting the game started. Guess which one we support?

As *The Mayor*<sup>™</sup>, you have to play the parts of the **NKCS** that the Kobolds encounter, from greedy merchants to grizzled veterans, fat, tasty babies to valiant chickens! If you're kinda shy, we suggest getting louder as a distraction. It's what we do. If anyone mocks you or gives you any grief, you can just give them a *Death Check*<sup>™</sup>.

**TM**<sup>™</sup> is encouraged to make up exaggerated descriptions of what each **NKC** looks, and sounds like to add some spice to the game. Trust us, no one even picks up a game called **KOBOLDS ATE MY BABY!**<sup>™</sup> expecting to encounter cookie-cutter characters. But a giant animated Cookie Cutter looking to turn Kobolds into meat biscuits? Now you're thinking like *The Mayor*<sup>™</sup>.

As you might expect, the most common thing that Kobolds will do to a **NKC** is attack them or try to steal their food without being noticed. It's up to you whether or not your **NKCS** treat seeing Kobolds as a normal everyday nuisance, an unnatural plague, a diverting reason to get their crossbow, or a holy heck what are these little doggie people? We find that the best result is to play the whole game like it's a wild, over the top cartoon world where anything



can happen, and no one is particularly surprised when a chicken wearing a domino mask murders cannibal doggie-people with a cannon that shoots watermelons. You know, a Tuesday.

## SERVING SIZE

While most Adventures look for the hit points of their foes, Kobolds measure the power of their enemies in how many bites it takes to get to their warm gooey center. How many Hearts does that thing have is a useful question in a game of Kobolds Ate My Bay! The size of your meal will help you determine the number of Hearts the **NKC** has and how difficult of a fight it is going to be for your skulk of little Kobolds.

SERVING SIZE	HEARTS ♥	MEAL PLANNING	
<b>BITE-SIZED</b>	<b>1</b>	Babies	
<b>TREAT</b>	<b>1D6</b>	Just a little bit, as a treat.	Like a chicken, small human, or a critter the size of a Kobold ( <i>or, a Kobold</i> ).
<b>APPETIZER</b>	<b>2D6</b>	The meal before the meal.	Most humans, medium sized predators ( <i>dogs, cats, etc.</i> ), and chubby goblins
<b>ENTREE</b>	<b>3D6</b> <b>4D6</b>	Getting down to business.	Livestock, large predators ( <i>bear, wolf</i> ), armored combatants.
<b>FEAST</b>	<b>5D6</b> <b>6D6</b>	For the insatiable appetite.	Dragons, Sea Monsters, Eldritch Gods.

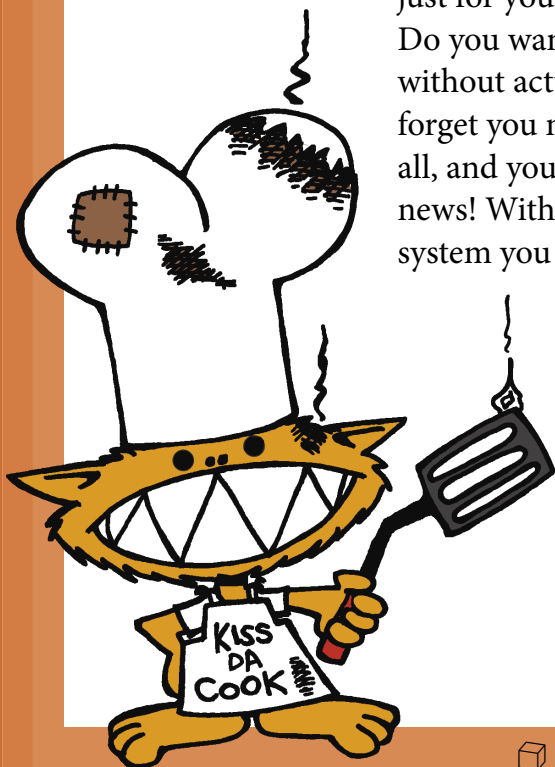
# THE KOBOLDS ATE MY BABY!™ M.E.N.U. ADVENTURE CREATION SYSTEM

## A QUICK ADVENTURE CREATOR FOR K&MB

Just moments ago, you were elected to be The Mayor™ against your will in a rigged election with unconstitutional districts and are you asking how do I create a scenario? Do you hate writing adventures

just for your players to ignore your plots? Do you want to give the illusion you care without actually doing any work? Did you forget you needed to prepare anything at all, and your game is about to start? Good news! With our new patented M.E.N.U. system you can get right to the baby eating!

With a few quick rolls, you can have your Kobolds ready to ride and die! So, what's on the M.E.N.U. for tonight? We have provided four large charts and a selection of smaller charts to aid you in speeding your players toward their own well-deserved destruction:



- ☐ **MEAL PREP**
- ☐ **EXCITING PLACES**
- ☐ **NORMAL PEOPLE**
- ☐ **UNUSUAL PEOPLE**
- ☐ **SPICE IT UP**

**MEAL PREP:** A list of yummy meal prep ideas for your Kobolds. Send the kids out to get ingredients for these fun meals tonight (*or as an easy reward for the food-motivated*).

**EXCITING PLACES:** Spots around your little hamlet for the Kobolds to seek and destroy.

**NORMAL PEOPLE:** A handy list of mostly human **NKCS** the Kobolds may come across.

**UNUSUAL PEOPLE:** Another handy list of **NKCS** but this time most of them are “interesting”

**SPICE IT UP:** They are mini charts to add extra characteristics to the **NKCS**.

## HOW TO USE THE M.E.N.U. CHARTS

“How to Use the M.E.N.U. Charts” is a guide on how to utilize the M.E.N.U. charts effectively. To use any of the provided charts select your least disobedient **d6** and give it two rolls (*or roll 2d6 if you have them, ya big spender*). The first result is your tens place, and the second result is your ones place. Compare the results to the chart of your choosing.

The Mayor™ would like to randomly choose a location on the **EXCITING PLACES** Chart. They select a red die they are particularly fond of and rolls it; the result is a 4. The Mayor™ rolls the red die a second time and gets a 6. This gives them a 46. They compare this to the chart and the location is a School. Will players learn their lesson? Only time will tell\*.

\*It turns out, it did not.



# HOW TO READ THE M.E.N.U.

Here are three suggested ways to use the charts for fast and destructive gameplay.

## HOME STYLE

You can vaguely prepare for the session before you begin. Roll for the **MEAL PREP**, either rolling once and determining what ingredients you need – or rolling **1d6** times to find different prepared meals.

Next, roll for random locations by rolling for **2d6 EXCITING PLACES**. Using as much or little artistic ability as a game of this speed warrants you may wish to draw a map of your new town.

Lastly, for each **LOCATION**, roll on either the **NORMAL PEOPLE** or **UNUSUAL PEOPLE** chart. Mix it up for maximum coolness.

You can always add more **NKCS**, food items, and locations during the game play. Just roll on any M.E.N.U. Charts as needed.

Once the players are sitting down, send the little misfits out into your newly crafted town to “shop” and destroy. At any point if they die, they spend a round making a new Kobold and restart at any of the existing locations or create a new one if you are willing to authorize expansion permits. It’s okay if they have different ideas on how to get this done, not everyone likes the same food and this game, like life, is cooperative optional.

If they manage to find things from the Meal Prep list (*or a baby*) and they excuse themselves from danger, they can spend a round turning the **ITEM** in for Victory Points back at the Cave.



Let them run amok until they find all the **MEAL PREP** items or you run out of patience. Bone Apple Tea!

## RESTAURANT STYLE

Having no time, or perhaps no desire, to prepare you can create your game on the go. This is our favorite style. Once you are ready to begin playing (*everyone has made a Kobold*) you will randomly choose a player and have them roll on the **MEAL PREP** Chart. Take some time with the players to figure out what ingredients should go into the dish. Get at least 1-2 ingredients for your shopping list from each of your players. Every one of them probably makes each dish differently, so they can even make their own lists. This is like getting them to do some of the work for you.

Now that you know what items they are “shopping” for you will want to make a player roll a random location on the **EXCITING PLACES** Chart. Then have that player draw that location on a piece of paper to start your map. We suggest using Crayons because it really keeps everyone focused on the proper Kobold mind-set.

Make sure to pay attention to any details they draw and add them to the game when possible. Is that a Sad Looking Clown in the window? Guess who is joining them for tea! Did they add a dog to the backyard? That will come back to bite them. Have the first player to arrive in a location roll for a **NKC** or two. Mix it up and use both the **NORMAL PEOPLE** and **UNUSUAL PEOPLE** because it's fun to have options.

Once your players have killed everything at a location, burned it down, or get bored, simply have them roll a new location with new **NKCS** and have them add it to the map (*or add some map to the map*). At any point if they die, they spend a round making a new Kobold and restart at an existing locations or create a new location.

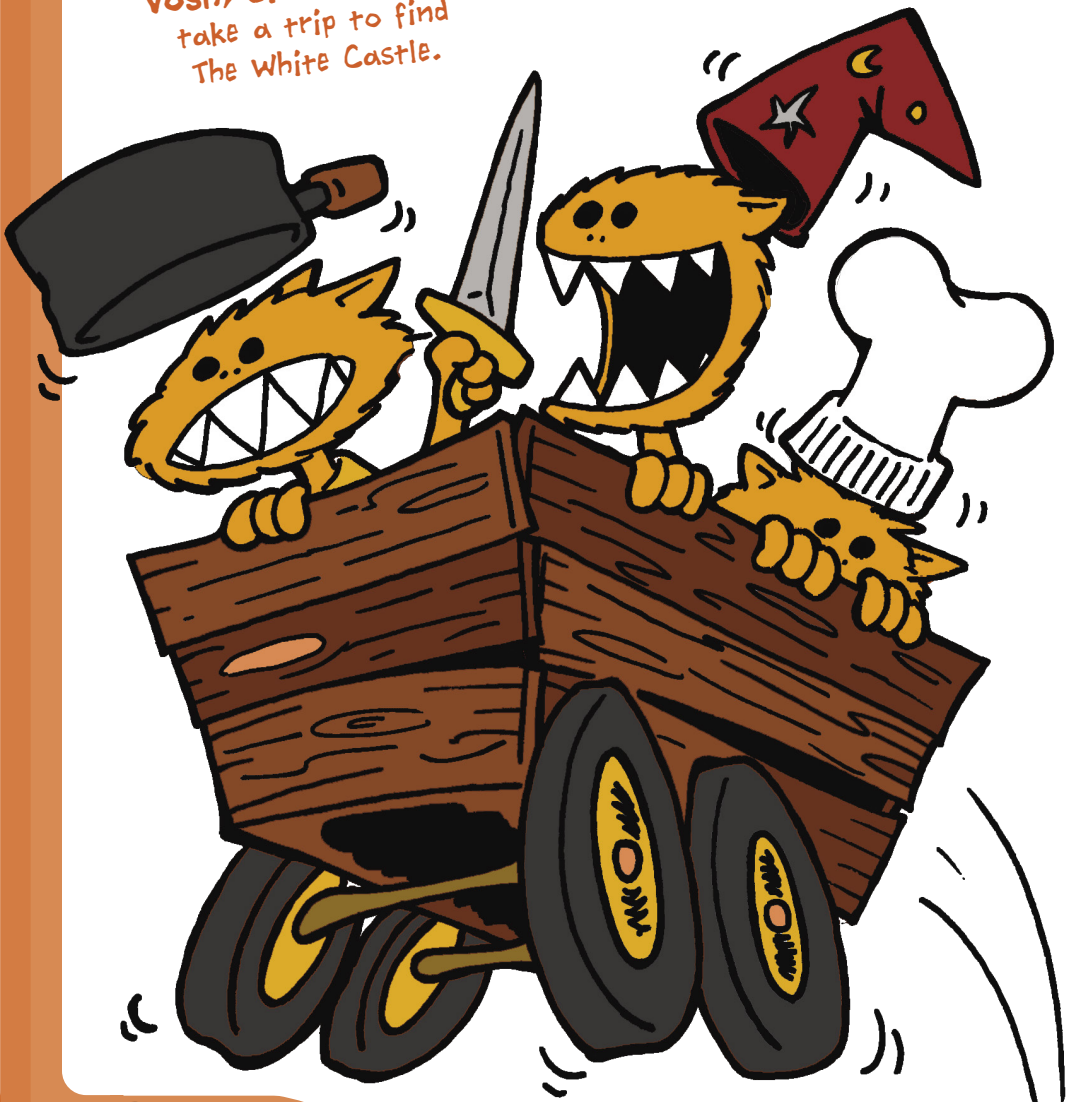
If they manage to find an item on the list (*or a baby*) and they excuse themselves from danger, they can spend a round turning it in for **VP** back at The Caves™.

Repeat these steps until your meal is complete or you are tired of hanging out with these people. Good Job.

## DRIVE THRU STYLE

Truly advanced Mayors™ will reach a point where they don't want to do any of this and will force their players to make all the decisions. Ask them where they are? What are they looking for? Where are they going? Using the systems above as you want – make it up as you go along. Good Luck!

*Vosh, Slod, and Bail  
take a trip to find  
The White Castle.*





## MEAL PREP (ROLL D66)

<b>11</b>	Baby	A small human, the most tasty.
<b>12</b>	Sammich	Maximize the layers.
<b>13</b>	Chicken	Greatest friend, foe, and treat.
<b>14</b>	Dumplings	Stewed, steamed, or fried.
<b>15</b>	Noodles	No wrong answers.
<b>16</b>	Puddin'	Jiggly.
<b>21</b>	Fried Rice	Add all your favorite bits.
<b>22</b>	Soup	Hot or cold it's mostly made of liquid.
<b>23</b>	Salad	We use this term loosely.
<b>24</b>	Potatoes	Boil 'em, mash 'em, stick 'em in a stew.
<b>25</b>	Pumpkin Spice	Not Just for Fall.
<b>26</b>	Casserole	Whatever is in the fridge.
<b>31</b>	Burgers	'Merica.
<b>32</b>	Hot Dogs	Woof!
<b>33</b>	Shark	What? Did you say Shark?
<b>34</b>	Curry	The spices heard round the world.
<b>35</b>	Biscuits	Just like Mama made.
<b>41</b>	Stew	Sorta like thick soup.
<b>42</b>	Pie	Savory or sweet can't be beat.
<b>43</b>	Cake	All Cakes Are Beautiful.
<b>44</b>	Cookies	Just like Momma made.
<b>45</b>	Kabobs	Treats on a Stick.
<b>46</b>	Falafel	Healthy bean ball.
<b>51</b>	Booze	All of them.
<b>52</b>	Tempura	Fried perfection.
<b>53</b>	Fish	Fresh.
<b>54</b>	Sushi	Don't forget the nori.
<b>55</b>	Bread	Fluffy or flat.
<b>56</b>	Poutine	Canada's greatest gift.
<b>61</b>	Coffee	Coffee will make you go faster.
<b>62</b>	Barbecue	Best made with fire.
<b>63</b>	Sausage	Just the bits.
<b>64</b>	Greens	This might be healthy.
<b>65</b>	Haggis	All the insides.
<b>66</b>	Ice Cream	Summer in a mouthful.

## EXCITING PLACES (ROLL D66)

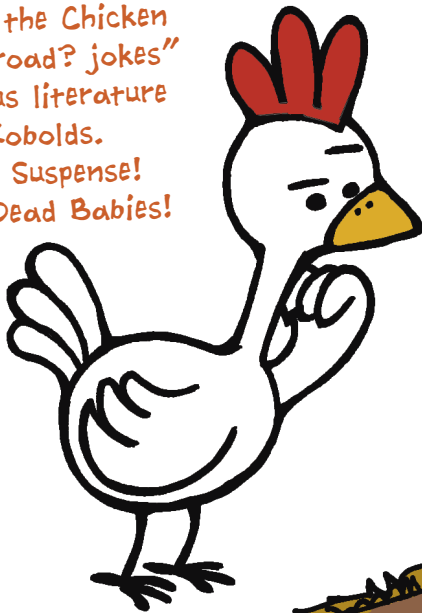
<b>11</b>	<b>Farm</b>	Food starts here.
<b>12</b>	<b>Butcher Shop</b>	Meats and knives.
<b>13</b>	<b>Bakery</b>	Fresh breads and treats.
<b>14</b>	<b>Artisan Shop</b>	More expensive than a shop.
<b>15</b>	<b>Barn</b>	A place to store large animals.
<b>16</b>	<b>Chicken Coop</b>	A place to store live chickens and their eggs.
<b>21</b>	<b>Library</b>	Full of human words on paper.
<b>22</b>	<b>House</b>	Single unit human dwelling.
<b>23</b>	<b>Apartments</b>	A buncha human dwellings in one building.
<b>24</b>	<b>Quarry</b>	Basically the opposite of a cave.
<b>25</b>	<b>Forest</b>	A small area with some trees.
<b>26</b>	<b>Jungle</b>	Like a forest but harder to run through.
<b>31</b>	<b>Playground</b>	Mini castles for human children.
<b>32</b>	<b>Boat</b>	A water faring vessel.
<b>33</b>	<b>Docks</b>	A place to store water faring vessels.
<b>34</b>	<b>Restaurant</b>	A place to get human food.
<b>35</b>	<b>Fast Food Restaurant</b>	A place to get greasy human food quickly.
<b>36</b>	<b>Blacksmith</b>	A forge where metal stuff is crafted. Hot!
<b>41</b>	<b>Shop</b>	Do you have money?
<b>42</b>	<b>Hospital</b>	Human alchemists and sick people live here.
<b>43</b>	<b>Tavern</b>	Somewhere to drink.
<b>44</b>	<b>Museum</b>	Old building filled with breakable stuff.
<b>45</b>	<b>Scummy Tavern</b>	A wretched hive.
<b>46</b>	<b>School</b>	Lot of young humans here.
<b>51</b>	<b>Jail</b>	Short term prison.
<b>52</b>	<b>Café</b>	Coffee restaurant.
<b>53</b>	<b>Factory</b>	Noisy with lots of machinery.

## EXCITING PLACES (CONTINUED)

- |           |                     |  |
|-----------|---------------------|--|
| <b>54</b> | Mines               | Noisy with lots of machinery but underground.            |
| <b>55</b> | Cave-Away-From-Cave | You are in someone else's cave.                          |
| <b>56</b> | Grandma's           | A nice old lady lives here.                              |
| <b>61</b> | The Devil's Strip   | Grassy places along the sidewalk and railroads.          |
| <b>62</b> | Carnival            | Lions and tigers and... clowns.                          |
| <b>63</b> | An Attic            | The dusty creepy room at the top of a building.          |
| <b>64</b> | Tower               | Tall building contains fat wizards or kidnapped royalty. |
| <b>65</b> | Shed                | A shed.  |
| <b>66</b> | Castle              | Knights & Dragons.                                       |



"Why did the Chicken cross the road? jokes" are serious literature for Kobolds.  
Action! Suspense!  
Horror! Dead Babies!



## NORMAL PEOPLE (ROLL D66)

<b>11</b>	Clergy	<b>1d6</b> ♥	Some Gods are nice, don't tell Vor! ( <i>Sacramental Wine</i> – <b>1DC</b> , + <b>DRUNK 1d6</b> Rounds <b>DIS FEET</b> )
<b>12</b>	Butcher	<b>2d6</b> ♥	Cuts up the meats ( <i>Big Cleaver</i> )
<b>13</b>	Baker	<b>1d6</b> ♥	Smells great (+ <i>Gluttony</i> , <i>Rolling Pin</i> , <i>Cookies</i> )
<b>14</b>	Artisan	<b>1d6</b> ♥	Candlestick Maker Fancy shop Live, Laugh, Cheesemonger ( <i>Candelabra</i> + <b>FIRE</b> + <b>BRIGHT</b> )
<b>15</b>	Farmer	<b>2d6</b> ♥	Grower of food ( <i>Pitch Fork</i> )
<b>16</b>	Librarian	<b>1d6</b> ♥	Keeper of the words. ( + <b>SPELL!</b> <i>Hush!</i> : <b>EAT SAVE</b> or <b>DC</b> every time a player makes a noise.)
<b>21</b>	Unassuming Human	<b>1d6</b> ♥	They think you are kinda cute. What?
<b>22</b>	Assuming Human	<b>1d6</b> ♥	They know you are trouble. ( .+ <b>ADV</b> against deception )
<b>23</b>	Beefy Human	<b>3d6</b> ♥	They are a snack. ( + <i>Super Buff</i> + <b>ADV BEAT</b> + <b>ADV MEAT</b> )
<b>24</b>	Rich Human	<b>1d6</b> ♥	Eat the rich ( <i>Bag of treasure</i> !)
<b>25</b>	Hermit	<b>1d6</b> ♥	Isolated and without backup ( <i>Stick</i> + <b>ADV</b> Long Distance Poking)
<b>26</b>	Adventurer	<b>2d6</b> ♥	Better armored, watch yourself ( <i>Seasoned</i> <b>ADV MEAT</b> , <i>Sword</i> , <i>Ration</i> – <b>1DC</b> , <i>Backpack</i> )
<b>31</b>	Kid	<b>1d4</b> ♥	A snack sized human. ( <i>Backpack</i> )
<b>32</b>	Sea Captain	<b>2d6</b> ♥	Commander of boats. ( <i>Cutlass</i> , <i>Jaunty Hat</i> + <b>ADV</b> Giving Orders )
<b>33</b>	Pirate	<b>2d6</b> ♥	Aggressive commander of boats. ( <i>Hook hand</i> – <b>1 PAW</b> , <i>Grog</i> – <b>1DC</b> + <i>Drunk</i> <b>1d6</b> Rounds <b>DIS Feet</b> )

## NORMAL PEOPLE (CONTINUED)

<b>34</b>	Chef	<b>2d6</b> ♥	Respected rival. ( <i>Cast Iron</i> + <b>ADV</b> <i>Cooking</i> )
<b>35</b>	Royalty	<b>1d6</b> ♥	Not very useful but full of treasure. ( + <b>SPELL!</b> : <i>Guards!</i> : <i>Summon 1d6 Guards</i> , + <b>ADV</b> <i>Giving Orders</i> )
<b>36</b>	Blacksmith	<b>2d6</b> ♥	Smashes metal into metal. (Smithy Hammer + <b>ADV</b> <i>Crushing</i> , Apron)
<b>41</b>	Shopkeeper	<b>1d6</b> ♥	Check out their wares. ( <i>Hockey Stick</i> + <b>ADV</b> <i>Sports</i> )
<b>42</b>	Plague Doctor	<b>1d6</b> ♥	Smells great, questionable methods. ( <i>Cool Mask</i> + <b>ADV</b> <i>Disease</i> )
<b>43</b>	Bartender	<b>2d6</b> ♥	Mixologist. ( <i>Molotov Cocktails!</i> + <i>Flammable</i> , + <i>Random Booze</i> – <b>1DC</b> + <i>Drunk 1d6 Rounds DIS Feet</i> )
<b>44</b>	Server	<b>2d6</b> ♥	Bringer of food and beer. ( <i>Serving Tray</i> + <b>ADV BEAT</b> , <i>Booze</i> – <b>1DC</b> + <b>MEAT SAVE</b> or + <b>DRUNK 1d6 Rounds DIS FEET</b> )
<b>45</b>	Tabriz the Warlock	<b>1d6</b> ♥	Number one magical employer of Kobolds. ( + <b>SPELLS!</b> <i>Summon Kobold</i> , <b>DIE! DIE! DIE!</b> , <i>Generic Magic Projectile</i> )
<b>46</b>	Teacher	<b>2d6</b> ♥	Provider of knowledge ( <i>Yardstick</i> )
<b>51</b>	Principal	<b>1d6</b> ♥	Destroyer of bad children. ( + <b>SPELL:</b> <i>Permanent Record: EAT SAVE</i> or <b>1d6 Rounds DIS EAT</b> )
<b>52</b>	Fat Wizard	<b>2d6</b> ♥	Kinda fat, maybe dangerous, great style. ( + <b>SPELLS!</b> <i>Power Word Dance</i> , <i>polymorph™</i> , <i>Rainbow Wall</i> )

## NORMAL PEOPLE (CONTINUED)

- 53** Necromancer **1d6** ♥ Commander of the dead. (+**SPELLS!** *Summon Dead: 1d6 Dead Things +Flammable*)
- 54** Politician **1d6** ♥ The devil for money. (+**SPELL!** *Filibuster: EAT/MEAT SAVE or Stunned for 1d6 Rounds, +Greasy*)
- 55** Guard **1d6** ♥ Rules enforcement. ( *Lance, Helmet +ADV Head Butts* )
- 56** Neccomancers **1d6** ♥ Wizard of chalky candy. (+**SPELLS!** *Chocolate Rain, Atomic Fireballs, Candy Cornucopia, Peanut Butter Brittle* )
- 61** Babysitter **1d6** ♥ Keeps all the babies for themselves.
- 62** Party Goers **2d6** ♥ There are a lot of them, and they are making a mess. ( *Booze - 2DC +Drunk 1d6 Rounds DIS FEET* )
- 63** Lactomancer **1d6** ♥ Commander of milk products and byproducts. (+**SPELLS!** *The Cheese Stix River, Pepper Jack Spray, My Milkshake* )
- 64** Dance Troop **3d6** ♥ Snap, Clap, Spirit fingers! (+**SPELL!** +*Tiny Dancer: ADV Perform - Loud: DIS Sneak* )
- 65** Circus Performer **2d6** ♥ Clowns, jugglers, strong folk ( *Whip/Juggling Pins/Barbell, etc.* )
- 66** Revenuer **2d6** ♥ You owe the taxman. ( *Gun +1d6 bullets, Moonshine +/- 1DC Meat Save +Flammable* )

## UNUSUAL PEOPLE (ROLL D66)

- |           |               |              |   |
|-----------|---------------|--------------|---|
| <b>11</b> | Skeleton      | <b>1d6</b> ♥ | You can't suffocate it. ( <i>Bone Sword</i> )   |
| <b>12</b> | Chicken       | <b>1d6</b> ♥ | Taste is second only to baby.<br>( +Fast: <b>ADV FEET</b> )                               |
| <b>13</b> | Large Chicken | <b>2d6</b> ♥ | A big chicken ( +Fast: <b>ADV FEET</b> , +Meaty: <b>ADV MEAT</b> )                        |
| <b>14</b> | Dire Chicken  | <b>3d6</b> ♥ | A really big chicken. ( +Fast: <b>ADV FEET</b> , +Beefy: <b>ADV BEAT</b> )                |
| <b>15</b> | Cockatrice    | <b>2d6</b> ♥ | A really big fire chicken. ( +Fast: <b>ADV Feet</b> , +Flying, +Ablaze )                  |
| <b>16</b> | Goblin        | <b>1d6</b> ♥ | Sorta like a hairless Kobold.<br>( <i>Wrench: +ADV Fixin'</i> )                           |
| <b>21</b> | Slime         | <b>1d6</b> ♥ | Undulating for you. ( +Inflammable )  |
| <b>22</b> | Jellyton Cube | <b>3d6</b> ♥ | It has food and adventurer bits in it.<br>( +Acidic, <b>BEEF</b> Save or become trapped ) |
| <b>23</b> | Red Caps      | <b>2d6</b> ♥ | Kilt Kobold. ( <i>Blood-Soaked Hat: +ADV Intimidation +Fashionable</i> )                  |
| <b>24</b> | Bridge Troll  | <b>4d6</b> ♥ | Gotta pay the bridge troll toll. ( <i>Club, +Shakedown, +Stoney: ADV BEAT</i> )           |
| <b>25</b> | Clucky        | <b>3d6</b> ♥ | Hey bub! Kobold Killing Chicken<br>( +Indestructible Bones, +Razor Claws )                |



Clucky's past is shrouded in mystery. But his present is smoking this stogie, bub, and kicking some Kobold keisters.

## UNUSUAL PEOPLE (CONTINUED)

<b>26</b>	Worms	<b>1d6</b> ♥	A whole mess of worms.
<b>31</b>	Mothman	<b>4d6</b> ♥	Neither moth nor man. ( +Flying, +Nightvision )
<b>32</b>	Wolpertinger	<b>2d6</b> ♥	A winged rabbit, with a 6-point rack. ( +Fast: <b>ADV Feet</b> +Curse: <i>Unlucky: Keeping or Eating any part gives <b>DIS FEET</b></i> )
<b>33</b>	Chupacabra	<b>3d6</b> ♥	A goat's greatest fear, right after a gyro shop. ( +Spiney <b>DC</b> if touched, +Blood Sucker: <b>MEAT Save</b> or <b>DIS 1d6</b> rounds )
<b>34</b>	B.U.G.S.	<b>2d6</b> ♥	Bugs of Unusually Gigantic Size. ( +Swarm: <i>Attack all players every round</i> )
<b>35</b>	Octobear	<b>5d6</b> ♥	When a bear and an octopus love each other very much... ( <i>Eight Legs</i> +Attacks up to 8 Kobolds at once, +Surf & Turf: <i>Can breathe on the land or in the water</i> )
<b>36</b>	Changeling	<b>1d6</b> ♥	Baby shaped, baby smell, not a baby. ( +Bitey )
<b>41</b>	OMG, a Big Spider!	<b>1d6</b> ♥	It's about your size. Kill it! ( +Venomous: <i>Meat Save for <b>1d6</b> rounds or Poison</i> )
<b>42</b>	Possessed Appliances	<b>1d6</b> ♥	The house strikes back.
<b>43</b>	Vampire Cat	<b>1d6</b> ♥	Five extra pointy ends, deceptively cute ( <i>Vampirism: <b>MEAT Save</b> or Hunger for the blood of Kobold – Garlic Allergy – Sun Sensitivity</i> +Contagious +Half Flying)
<b>44</b>	Bat	<b>1d6</b> ♥	Air Rat. ( <i>Rabies: Meat Save or +Attack nearest living thing <b>1d6</b> rounds</i> +Contagious )
<b>45</b>	Rat King	<b>2d6</b> ♥	Ball of rodent royalty. ( <i>Crown: +<b>ADV Giving Orders, Tiny Scepter</b></i> )
<b>46</b>	Black Hound	<b>2d6</b> ♥	Your smarter demonic cousin. ( +Ghostly: <b>ADV BEAT</b> , +Terrifying )



## UNUSUAL PEOPLE (CONTINUED)

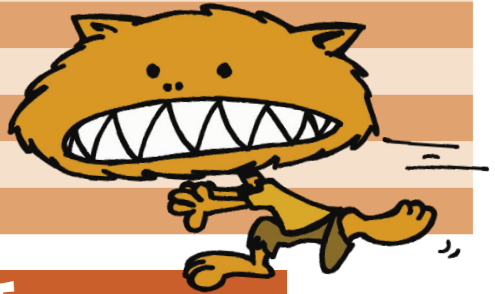
- 51** The Goat Man **4d6** ♥ The Devil's very own horse-goat-bat-man. ( *Sweet Heavy Metal T-Shirt* +**ADV BEAT** Saves – **DIS** Feet )
- 52** Whales **6d6** ♥ Hold your breath, like Jonah or Pinocchio. (+*Location You now live in the whale* )
- 53** Kraken **6d6** ♥ Killer or sailors and misplaced hopes. (*Biggun* **ADV** Everything, +Gills )
- 54** Grassman **2d6** ♥ A tall, kinda moldy guy with giant feet. Ope. ( +*Blurry: Hard to See*, +*Stomp: ADV crushing attacks* )
- 55** Werewriter **2d6** ♥ Half Kobold, half useful animal. ( *Fast: ADV Feet*, – *Curse Meat Save or Become Werewriter* – *Silver Allergy* )
- 56** Dragon **5d6** ♥ Good luck, Champ! ( *Biggun* **ADV** Everything, +*Flying* )
- 61** Shark **3d6** ♥ Consume! ( +*Bitey: ADV BEAT in water*, – *Musical Score: You can always hear them coming* )
- 62** Pollen Golem **2d6** ♥ Spring is always in the air when it is around. ( *Spell: Tree Love, Anaphyl Axes*, *Red Eyes Blind* )
- 63** Giant Orange Mascot **5d6** ♥ A large fuzzy orange sports mascot. Looks sorta like an overgrown Kobold. ( *Hockey Stick, Cake* – **1DC** )
- 64.** Pizza Mimic **1d6** ♥ It is never the pizza you want it to be, also eats you back. ( *Scalding Hot* +**DC** to the touch )
- 65** Rock Lobster **1d6** ♥ Less popular. It's got a bad reputation. ( *The Claws .2 Attacks* )
- 66** Kaiju Devil Lobster **6d6** ♥ Huge crushing claws, a taste for flesh, armored, and delicious with drawn butter.



Want to add a little pizzazz to your **NKCS**? A little spice to your Mimic Pizza? Here's some fun modifier charts ready to roll and wreck your random goodies.

<b>FLAVORING SPICE</b> (ROLL 1D6, ADD TO MEAL PREP RESULT)		
<b>1</b>	Bitter	Gives <b>DIS</b> on <b>EAT</b> Rolls.
<b>2</b>	Sour	Gives <b>DIS</b> on <b>FEET</b> Rolls.
<b>3</b>	Salty	Gives <b>DIS</b> on <b>BEAT</b> Rolls.
<b>4</b>	Umami	Gives <b>DIS</b> on <b>MEAT</b> Rolls.
<b>5</b>	Sweet	Gives <b>DIS</b> unless everyone is being cute and charming.
<b>6</b>	Spicy	It's on Fire!

<b>LOCATION SPICE</b> (ROLL 1D6 ADD TO EXCITING PLACE RESULTS)	
1	Urban
2	Rural
3	Modern
4	Ye' Olden Time
5	Fantasy
6	Sci-Fi



**ALL SPICE**  
(ROLL 2D6 ADD TO MEAL PREP, LOCATION, OR PEOPLE RESULT)

	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>
<b>1</b>	Big	Magical	Earth
<b>2</b>	Small	Zombie	Wind
<b>3</b>	Happy	Electric	Fire
<b>4</b>	Angry	Flower	Candy
<b>5</b>	Fast	Meat	Ice
<b>6</b>	Slow	Invisible	Slime

# RANDOM HORRIBLE KOBOLD DEATH CHART(S)

Anytime a Kobold suffers a **DEATH CHECK™**, the player fills in a Skull on their **KOBOLD HORRIBLE DEATH RECORD™**. If they fill in all 12 Skulls, you win!

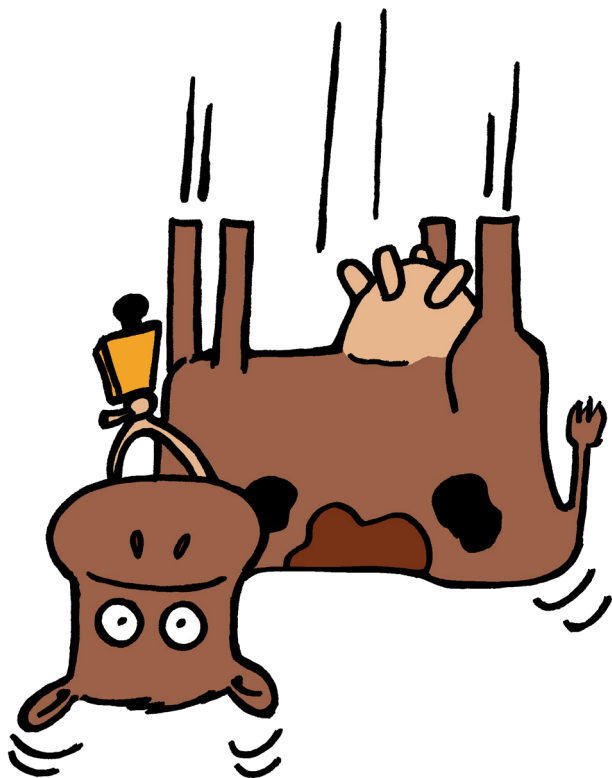
What do you win?

## **KOBOLD DEATH!**

If they make it through without filling in 12 skulls they get to keep trucking!

Kobold suffering from a Kobold Horrible Death™? Need to know how the big sleep went down? These charts should get you started in case randomness is required! Otherwise, The Mayor™ can make up whatever feels right. You can make up whatever you want, but these Charts are filled with Random Horrible ideas! As long as it's horrible, and random, then that's a good death!

Now, onto the Deaths!



**DEATH** in all caps is a huge part of each Kobold's life. Kobolds know that they are gonna die - probably young, definitely randomly. They laugh about it. **THEY LAUGH AT DEATH** - which may be why Death is always looking for ways to metaphorically\* kick their ass and shove it into a locker.

\*And by metaphorically, we mean literally.

## THE EASY PEASY LEMON SQUEEZY KOBOLD HORRIBLE DEATH CHART (ROLL 2D6)

All the Kobold Horrible Deaths™ on this chart are fairly self-explanatory, and need no elaborate explanation whatsoever, so... without further ado.

<b>2</b>	<b>Hail of Arrows!</b> Where they come from, no one knows, but where they land is... you!
<b>3</b>	<b>The Big Red God's Big Red Bolt of Lightning!</b> Zzzzzap! Sizzle! Fry!
<b>4</b>	<b>Cooking Advice!</b> You weren't just a good cook, but also a good meal!
<b>5</b>	<b>A Tree Falls in the Woods...!</b> ...onto you. Is anyone around? Did it make a noise?
<b>6</b>	<b>Hit by A Wagon</b> Godsdamn Vorsday drivers! Next time, look both ways!
<b>7</b>	<b>Angry Mob!</b> You know what you did. You took their jobs, or babies, or maybe it's just because you are vermin.
<b>8</b>	<b>Fall Off High Thing!</b> What goes up [you] must come down [you again].
<b>9</b>	<b>Falling Cow!</b> Squished into dairy-grade paste.
<b>10</b>	<b>The 9<sup>th</sup> Law of Thermodynamics!</b> You un-implode in a blast of chaos energy! Science!
<b>11</b>	<b>Explode into Chicken Feed!</b> Boom! Bawk bawk. May summon chickens.
<b>12</b>	<b>A Flaming Meteor Strike!</b> You get hit with an Armageddon strength meteor as it hits you making a Deep Impact like it's 1998! Everyone around takes a Death Check.

## SLIGHTLY MORE COMPLEX KOBOLD HORRIBLE DEATH CHART (ROLL 2D6)

So, you need to expand on the **KHD** a bit more? We got you covered. These deaths are for the bigger and dumber actions that Kobolds may take.

<b>2</b>	<b>Pants on Fire!</b>
<b>3</b>	<b>Why Do You Keep Hitting Yourself!?</b>
<b>4</b>	<b>Death by Essential Fantasy Staples</b>
<b>5</b>	<b>Don't Eat the Red Berries!</b>
<b>6</b>	<b>The Big Red God's Big Red Bolt of Orthodox Lightning!</b>
<b>7</b>	<b>What Does this Button Do!?</b>
<b>8</b>	<b>Occam's Razor Sure is Sharp!</b>
<b>9</b>	<b>It Slices! It Dices!</b>
<b>10</b>	<b>Tabriz Wants His Book Back (<i>and boy is he pissed!</i>)</b>
<b>11</b>	<b>Shark Week!</b>
<b>12</b>	<b>The Mighty Kuthobold Appears!</b>

**[2]** You get a little too close to the [fireplace, stove, candle, or other semi-logical source of heat], and your pants (*or your leg-fur if nekkid*) catch on fire. You will take a **DC** each Turn until roasted golden brown unless you find a well, basin, lake, or other source of water large enough to submerge your body in.

**[3]** Slod's older brother, Browser, was always a bad apple. He was always so much bigger than anyone else, and then he found that wicked awesome spiked turtle shell armor, so now he's pretty much un-touchable. As luck would have it, you just ran into him, literally, and he doesn't look so happy about it. Before you can stammer an apology, you are purple-nurpled (**1 DC**<sup>™</sup>), receive a blistering Pink Belly, which involves a lot of shaving (**1 DC**<sup>™</sup>), and are pinned to the ground as he uses your own fist to punch you. Take **1d6 DCs**<sup>™</sup> as you vainly attempt to answer the question, "Why do you keep hitting yourself?"

**[4]** Being caught off-guard by the sudden rush of a Random Kobold Horrible Death™, you accidentally fall down a rabbit hole, which deposits you in a field where you are sucked up a twister and shot 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 wake. A wizard takes your ruby slippers and then a scarecrow shoves your head through the One Ring and dangles you like a piñata while a misunderstood death knight unceremoniously pokes at you with a dragon lance until you once again fall to the ground where you are gnawed on by an albino dire wolf, and then crushed by an enormous golden egg. And there's a lion. You die in a horribly misunderstood mixed metaphor.

**[5]** 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. After a few handfuls, your stomach starts rumbling and you remember that **VOR** has nothing to do with berries. Come to think of it... **THE RED BERRIES** Chart™

### **EFFECT OF EATING THE RED BERRIES (ROLL 1D6)**

**1** You feel great! Remove up to 3 **DEATH CHECKS**.

**2** You're Blue!

**3** Your tongue is swelling! It's so large that it barely fits in your mouth. You the player must talk like you have a mouth full of cotton for the remainder of your Kobold's life or suffer a Check for each infraction.

**4** You have a terrible headache! Take 3 **DCS** and roll **DIS** on **EAT**.

**5** You can't see! You (*the player*) cannot open your eyes for the remainder of your Kobold's life or suffer a Check for each infraction.

**6** You can't seem to stop the blood from flowing out of your ears! Take 1 **DC** per Turn until your brains literally bleed out of your noggin.

**[6]** 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 forth. Reformed Follow-**VORs** have abandoned these dietary regulations. You always meant to convert; you just never got around to it (*a baptism is too close to a consommé*). Slod swore there was no caramel in the Hippogriff Surprise, but 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 of your possessions are surprisingly intact!

**[7]** Curiosity, that old cat killer, comes a-knocking, and guess who's there to answer the call? Spoiler—it's you. It never even crossed your mind to question why there was a shiny red button here in the middle of nowhere, and quite honestly, the option of "not pushing it" never even occurred 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.

**[8]** You prepared a brilliant defense to explain how you arrived in such an improbable and unlikely scenario involving many even less probable and more unlikely stories, that if you could tell them, it might save you from dying in some terrible and convoluted way. But there is no fooling The Science. No matter how many times you used the word "really," Science just isn't buying it. In fact, as Science cuts through your lies, it does a number on the rest of you, too. You end up cut to ribbons. Well, actually, just one long ribbon, forming a Mobius strip.

**[9]** It Slices! It Dices! It's the Dack and Blecker® Kobold Wrecker™. No kitchen should be without one! A funky looking doodad with whirling blades and gizmos whips by. You cringe away and you never feel a thing... that is, until you look down and see your (*roll 1d6*) lying there!

## MISSING PIECES CHART™ (ROLL 1D6)

### *Missing Piece and Effect*

- 1** Right Ear (1 **DC**) – you must ask “**WHAT?**” anytime someone talks to you or take a **DC**
- 2** Left Foot (1 **DC**) **DIS** on **FEET** rolls.  
You the player must limp around when moving
- 3** Wrong Paw (1 **DC**) **DIS** on **MEAT** rolls.  
You the player may no longer use your right hand
- 4** Left Paw (1 **DC**) **DIS** **BEAT** rolls.  
You the player may no longer use your left arm
- 5** Right Leg (2 **DC**) **DIS** on **FEET** rolls. You the player must hop around when moving
- 6** Head (*You are dead.*)



**[10]** Kobolds know of few things even angrier than an evil Arch-Warlock who’s had one of his books stolen. One is a hydra with migraines, another is a gamer who bought this book thinking that Kobolds are little sorcerous dragon-people, and then, of course, there is **VOR!** Why would Tabriz think you have his Book? Then you remember being stricken with a bout of violent diarrhea. You (*obviously*) don’t have the book anymore and he probably doesn’t really want it back now. He sure won’t be happy when he finds out what you did with it. Tabriz is now coming after you, and all the other Kobolds for that matter. (*Page 123*).

**[11] SHARK WEEK!** A vicious herd of **1d6** sharks come pouring out of the nearby wilderness.

**[12]** From out of a shadow— be it a dark corner, beneath a rock, or the bottom of the underwear drawer—massive tentacles waggle into your world pulverizing everything around them. These are the vile appendages of the ancient elder god Kuthobold, who’s attempting to rip a hole in the fabric of reality large enough to squeeze through. This isn’t his lucky day, but Kobolds sure are tasty! The tentacles will attack anything that moves, starting with you. [**DCs** equal to rolling all the dice currently on the table!]



## THE 9<sup>TH</sup> LEVEL OF SELF-REFERENTIAL KOBOLD HORRIBLE DEATH CHART (ROLL 2D6)

<b>2</b>	<b>Schrodinger's Kobold</b> You are mauled by some cats that may or may not be dead, while dogs look on unconditionally.
<b>3</b>	<b>Kobold Party!</b> You choke on a meeple while taking a selfie after waking your roommates.
<b>4</b>	<b>Bearcade!</b> No real pun, you get in a fight with a bear and lumberjack.
<b>5</b>	<b>Polymorph™ism</b> No, not that kind. The <b>D4</b> , <b>D8</b> , and <b>D10</b> come out and beat you up for being left out of this game! Insert your favorite Very Good Kobolds, Rebel Kobolds, or the like. Visit <a href="http://9thlevel.com/games">9thlevel.com/games</a> to fully enjoy this joke!
<b>6</b>	<b>Death by Dope Rhymes!</b> Your science is just not tight enough, dog, as you get beaten in a rap battle against the Notorious K.I.D. and Mom's Spaghetti. Word.
<b>7</b>	<b>The Tragedies of Kobold School!</b> Oh noes! You find yourself back in middle school! It's... it's too horrible to describe! You feel you could just die! <b>OMG. UR</b> totes <b>DED!</b>
<b>8</b>	<b>Mazes Trick!</b> Darkness engulfs you and the <b>MC</b> resolves you out with Stars and Keys! You knock on Death's Door.
<b>9</b>	<b>Awesomeness!</b> Not so much a death, as you are transported to the Awesome World where you become a cute and cuddly critter with magic powers!
<b>10</b>	<b>John Kovalic Draws You Getting Squished in a Cartoon Manner</b> ( <i>with a duck, perhaps!</i> )
<b>11</b>	<b>Hamster Wars!</b> Very obscure! You die from a bunch of grognards hounding you to 'bring back the old game' or whatever. You die from excessive nostalgia.
<b>12</b>	<b>Death by Previous Edition!</b> A stapled version of <b>KAMB</b> , the Super Deluxe Edition, and the In Color!! jump you, beating you with Edges, Bogies, and other relics of bygone eras!

## THE KOBOLD DUDE'S CHART OF, LIKE, HORRIBLE DEATHS, MAN - CHART (ROLL 2D6)

<b>2</b>	<b>That's Just, Like, Your Opinion, Man!</b> You were pretty sure you managed to not die, but that was just, like, your opinion.
<b>3</b>	<b>This Aggression Will Not Stand, Man!</b> You put your foot down! Unfortunately, its directly into a bottomless hole.
<b>4</b>	<b>Obviously You're Not a Golfer!</b> A bowling ball gets dropped on your head! You are dead.
<b>5</b>	<b>You are Entering a World of Pain!</b> A horde of scared bowlers rush out, stomping you flat as they scream in fear!
<b>6</b>	<b>That Rug Really Pulled the Room Together!</b> You collapse onto a nice rug which then gets rolled up with you in it, shoved into the trunk of a car, and driven into a ditch before exploding!
<b>7</b>	<b>Sometimes You Eat the Bear, and Sometimes, well, He Eats You!</b> You contemplate eating a bear, when one comes out of the woods where it was doing what bears do best in the woods – ask your parents – and eats you.
<b>8</b>	<b>Hey, Careful, Man, There's a Beverage!</b> You drop your drink! This party foul is inexcusable, and you are summarily beaten, blended, mixed with some other tasty liquids, and garnished with an olive before being served to a game designer.
<b>9</b>	<b>Forget it. You're Out of Your Element!</b> Being told thus, you wander away from the current adventure, go get some burgers, and spend the rest of the day surfing before randomly combusting. Your remains end up in a coffee can.
<b>10</b>	<b>Bowling Dream Sequence!</b> You get thrown into an elaborate dream sequence involving bowling pins, Valkyries, and giant scissors. It was the scissors that killed you.
<b>11</b>	<b>They're Nihilists. They're Harmless!</b> Nihilists attack you! They throw marmots and lunchboxes at you, so you hide in the safety of a burning car... oh, wait...
<b>12</b>	Roll Twice on any two <b>KHD</b> Chart, Combine Results!

## THE DEATH BY GAMER TROPES KOBOLD HORRIBLE DEATH CHART (ROLL 2D6)

Look to the person to your left, now to your right. The person sitting between them is a gamer! As a gamer, these tropes should seem incredibly familiar to you. We're all gamers here, so we know what we are talking about.

<b>2</b>	Let Me Tell You About My Character!
<b>3</b>	Your Con or Mine?!
<b>4</b>	Death by Streamer! ( <i>or Actual Play? More like Actual... Death!</i> )
<b>5</b>	Errata'd Out of Existence!
<b>6</b>	Gamer Funk!
<b>7</b>	Let Me Tell You About My Game!
<b>8</b>	Under Monetized by Evil Wizards!
<b>9</b>	Math Rocks Fall, Everyone Dies!
<b>10</b>	Kicked in the Back! ( <i>And Not in a Fund way.</i> )
<b>11</b>	Overladen Backpack or Game Books!
<b>12</b>	F O M O! Oh No!

**[2]** You find yourself cornered by a gamer with a massive binder. The label on the binder simply reads, "**PC** v210.56, Part I." Clearing their throat, they look at you and say the single most dreaded phrase in existence: "Let me tell you about my character..." You scream and try to run, but you are cornered, remember? You've nowhere to run or hide! As they go into great detail about how their character puts on each of their boots after breaking camp in a swamp before heading into a lost keep full of ogres, you find your lifeforce is draining away. The laughter from inexplicable self-referential inside jokes echoes through your empty, empty skull. You are not dead, but wish you were. You are, however, no longer able to continue your own character's journey.

**[3]** A door opens nearby as dozens of wide-eyed nerds rush in flinging flyers, pens, and swag for their respective gaming conventions at you. You are stabbed by the pens and suffer a thousand paper cuts from the flyers. As you bleed out from the sheer overdose of gaming con info, the final thoughts that go through your head are “there’s not enough weekends,” and “why doesn’t the swag tell you where their Conventions are located?” You die confused, having reserved a hotel room and really excited about next weekend.

**[4]** You hear about an amazing performance by someone named Mad Merker and decide to check it out. What you get, however, is trapped in a small cave with a smaller table surrounded by several larger humans wearing snarky t-shirts you barely understand rolling dice, shooting soda from their noses, and making bad (*what you assume must be*) jokes. The words “um” and “that’s what she said” are repeated ad nauseam. You wake up, assuming it was all a bad dream only to discover that it is still going on!

You die while not subscribing or following any links.

**[5]** Sure, sure, you have the printed copy, but everything’s digital these days. Anyway, the folks who write the rules made to create your character read the forum comments and posts and wrote up some errata that “corrected” things. As it turns out, that one thing in your inventory? Broke **AF**. Those two stats of yours? Now rolled into one separate optional flavor text. You are no longer a legal build to be played. Too bad you didn’t follow that one site.

**[6]** It’s a common misconception that gamers smell bad and have poor hygiene. A gamer has great cleanliness; but gamers, when gathered together in small, confined spaces generate an incredible odor that is strangely visible and pervasive: the dreaded Gamer Funk! It cannot be reasoned with; it cannot be stopped! Your eyes water and fur begins to frazzle as you choke on it! You die a horrid, utterly stinky death that could have been prevented if only somebody had opened a window or turned the **AC** down just a few more notches!

**[7]** Great news! We’ve met our funding goals after weeks of campaigning! The next step is taking your payment (*your life*) before we **KICK** you in your **BACK(er)**side. It may take a few years to get the actual items to you, but as your hide is stretched out over the rack, think of all the **STRETCH(ing) GOALS!**

**[8]** Those coastal spell casters have decided you, specifically you, are not making them enough money. Heck, you didn't really know you were making them money, but then you remembered shelling out quite a bit of money on that one book so you could play that super-ninja-cyborg-gerbil with a taser spork, so there's that. They offer you more books, supplemental materials, and cards: so many cards! The prices double, then double again as they cackle! "Whatever you think you has, we has, bro!" they chant and dance around you as your pockets and soul become more and more empty!

**[9]** A mountain of multi-sided, multi-colored polyhedral shapes comes collapsing down upon you! Some have numbers, some have symbols, and some have plus and minus symbols on them! Some are plastic, some are wood, but then there's the dreaded heavy metal ones! You are bludgeoned by **d20s**! Portions of you are beset by percentiles! Rolled flat by **d12s**! Berated by **d8s**! The **d6** s... wait, nah, they're cool. Then the **d4s** hit you with their sharp, pointy edges like demented gamer-ninja caltrops! You die as exploding dice quite literally explode!

**[10]** You find yourself cornered by a gamer with a massive binder. The label on the binder simply reads, "The World of Mylandia, Part I." Clearing their throat, they look at you and say the single most dreaded phrase in existence: "Let me tell you about my homebrew..." You scream and try to run, but you are cornered, remember? You've nowhere to run or hide! As they go into great detail about how their world's political structure is balanced by their intricately redesigned magic system and unique use of **d20s**, you find your lifeforce is draining away. The laughter from inexplicable self-referential inside jokes echoes through your empty, empty skull. You are not dead, but wish you were. You are, however, no longer able to continue your own character's journey in this setting.

**[11]** You are a gamer, so there's really not much to say. I mean, unless you are a younger gamer. Anyway, back in the day, and to some extent now, gamers always carried backpacks bursting at the seams with gaming books, papers, pencils, and dice. Now you have one! As you attempt to shove your oversized, limited edition of **KAMB Orange**, you hit the limits of what the pack can contain. It busts, exploding gamer ephemera, and your mangled body, everywhere! Next time, go digital.

**[12]** The person to your (**1d6**, 1-3 = *Right*, 2-6=*Left*) just got (**1d6**) for a **KHP!** As you watch them die horribly, you can't take it anymore! That should have been your **KHP!** If only you had been there first! You yank out all your fur and die from embarrassment as everyone looks at you, shaking their heads disapprovingly. At least, you think they are right? Oh no! What if they know you didn't get that thing!

## THE MOST ELABORATELY COMPLICATED KOBOLD HORRIBLE DEATH CHART (ROLL 2D6)

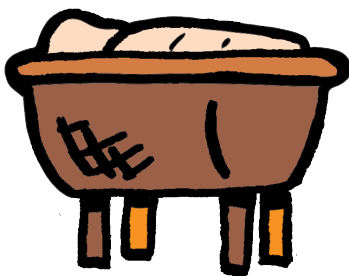
This chart is so elaborate, so complex, it defies all reason and explanation!\* It cannot be reasoned with, it does not feel pain!

When something incredibly Elaborate and/or Complicated should or rather would possibly result in a Kobold Horrible Death, have them roll **2d6**. Then shake your head, possibly excuse yourself from the table for a bit, look through the book – maybe leaf through another book and eventually say... “You have died. It was extremely Elaborate, and Complicated.” Then ask everyone if they enjoyed that Death. Anyone that says they did gets killed by the same Death (*repeat the entire shtick again if you think you can get away with it.*)

Anyone that “doesn't like it” takes a Death Check™ just cause!



\*Definitely does not equate to “Dang, the Kobold Dude forgot to write that chart!”



## THE BABY HORRIBLE DEATH CHART

So, you just done messed up and accidentally killed this baby. What a shame. That's wasting food - a horrible sin with Kobolds!

### THE BABY HORRIBLE DEATH CHART (ROLL 2D6)

- |           |   |
|-----------|---|
| <b>2</b>  | This is no baby. It's a nuclear bomb! Everyone dies in a massive mushroom cloud.                              |
| <b>3</b>  | This wasn't ever a baby, it's a ( <i>Roll on the <b>d666</b> Item Chart (page 88)</i> ) wrapped in a blanket. |
| <b>4</b>  | This isn't a baby, its a changeling. The Baby Attacks!  |
| <b>5</b>  | The Baby just stopped working. Boo.   |
| <b>6</b>  | The Baby is snatched by a hawk. You suffer only moderate wounds, take 1 <b>DC</b> .                           |
| <b>7</b>  | The Baby is stolen by some other Kobolds from the next Cave over.   |
| <b>8</b>  | The Baby explodes, and everyone takes a Death Check™  |
| <b>9</b>  | This was never a baby at all, it was cake. Yum.   |
| <b>10</b> | You ate the baby.   |
| <b>11</b> | The Baby is fine, it's you that died. Bummer.   |
| <b>12</b> | Roll Twice and Combine.   |

# THE KOBOLDICTIONARY!

**ADV:** See Advantage.

**ADVANTAGE:** (*ADV*) Having to roll twice and get one success due to a positive, trait that a Kobold might be born with, get from an **ITEM**, **TREAT**, or earned from stupidity.

**ALL HAIL KING TORG!** The phrase you must enthusiastically shout whenever you hear the king's name mentioned to prove your devotion and avoid his wrath.

**CLUCKY:** Clucky is the best there is at what they do, and what they do best isn't very pretty. Hint: it has to do with slicing up Kobolds. Clucky the Chicken's past is shrouded in mystery, and since their origin seems to change with each edition, depending on who is writing the book at the time. We're taking over, and saying that this time, Clucky was taken in by the covert Department Store H. Clucky, going under the designation: Weapon BawX – was given a handful of indestructible Urumentine bones (*in their body*), and a set of razor-sharp talons. Cross this Crazy Cock, and risk unleashing the berserker barrage of feathered fury! Most importantly, Clucky hates Kobolds. **HATES** Kobolds. He is known for chomping on eCigars and clucking “bub-bawk!”

**CAVES™, THE:** The dank, dark warren where Kobolds like you, live, eat, work, eat, play, eat, snack, eat, and eat. Most games of **KAMB!** begin in or around The Caves. It is the home of your King and a place that is also frequented by adventurers on their way to “Second Level”.

**DC™:** **SEE** Kobold Horrible Death Check™

**DEATH CHECK™:** A mark against you; the Checks are always against you, but these may lead to your dramatically horrible or horribly dramatic demise. (*see Kobold Horrible Death Check™*)

**DIS:** See Disadvantage.



**DISADVANTAGE:** (*DIS*) Having to roll twice and get two successes due to a not-so-positive, even harmful, trait that a Kobold might be born with, get from an **ITEM**, **TREAT**, or earned from stupidity.

**HURKLE-DURKLE:** To hurkle-durkle is to lie in bed or lounge about when one should be up and about.

**KOBOLD:** Rolling a 1 on any **ACTIONS** that every Kobold should have picked up at an early age or else their worthless hide would have been tossed onto a Torg Foreman Grille™, cooked into an ultra-greasy burger, and then fed to more properly educated Kobolds.

**KOBOLDS ATE MY BABY!™:** **KAMB!** for short. The title of the book you are reading right now; if not, one of us definitely has a big problem. Also, a thing that humans sometimes scream when they see Kobolds. The current edition of **KOBOLDS ATE MY BABY!™**, is **KOBOLDS ATE MY BABY!™** The Orange Book or **KAMBO**.

**KING TORG:** See Torg (**TORG!**, **KING HAIL ALL**), King.

**KOBOLD:** Kobolds are cute little doggie-people with a fondness for eating babies and a propensity for causing mischief, failing miserably at meaningful tasks, and dying horribly. In a game of **KOBOLDS ATE MY BABY!™** you are a Kobold.

**KOBOLD HORRIBLE DEATH CHECK™:** These are the marks on the Kobold Horrible Death Record™ typically earned as a result of performing either very Koboldy things, like anything astonishingly stupid, or particularly unkoboldlike things, like cheating or trying too hard to survive. Basically, they ensure that no matter whether you are acting like a Kobold should or like a Kobold shouldn't, you are on a path towards a horrible death. Consider these **DC**'s as mile markers on this journey to your demise. Also called **DC**, Checks, Death Checks, **KHDC**s and Horrible Death Checks™.

**KOBOLD HORRIBLE DEATH RECORD™:** This edition, represented by 12 little Skulls, so you aren't checking boxes, still a good place to keep track of all your Check and a running tally of how much ire the universe has accumulated towards you. You will find it on your Kobold Character Sheet™.

**KOBOLD CHARACTER SHEET™:** This is a piece of paper that contains all the important information about any particular Kobold, like their **ITEMS, TREATS, FLAVOR, JOB, NAME, DC,** and **RESOLVER.** Also known as a Character Sheet, Kobold Sheet, your sheet, or emergency tissues.

**MAYOR™, THE:** The Mayor™, is the Game Master in a game of **KOBOLDS ATE MY BABY!™** They are responsible for explaining what happens during a game and representing all the Non-Kobold Characters (**NKC**). Unlike Game Masters in other roleplaying games pretend to be, in **KAMB!** The Mayor™, is neither fair nor impartial, more like your parent picking their favorite child. Aka **TM™**.

**RESULTS:** There are four **RESULTS** that a Kobold is trying to achieve with their **ACTION ROLL: EAT, FEET, BEAT,** and **MEAT.** When attempting to do a thing, The Mayor™ will help the Kobold pick the best **RESULT** and they will roll their die then check the Resolver to see if they succeed.

**TABRIZ:** Tabriz the Evil Arch Warlock for Hire is a vile sorcerer who knows that Kobolds (*however unreliable*) can still be useful as lackeys, cannon fodder, and midnight snacks for unknown horrors from the Nether Planes. Kobold legend suggests that Tabriz just might have some Kobold ancestry but asking him about it is the third fastest way to get yourself killed known to Koboldkind.

**TARGET:** A Target is whatever you are trying to hit. In **KAMB!** the word “target” has two meanings: 1. When you are rolling dice, the “Target” is one of the numbers listed beside the **RESULT** you are aiming for. 2. When performing actions, the “target” is the thingy you are trying to affect.

**TM™**: See The Mayor™.

**TORG, KING**: 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!**).

**TREATS**: Even bad Kobolds can get **TREATS**. **TREATS** can be the remnants of whatever training manages to fight its way through a Kobold's thick skull physical, mental or **MAGICK, ITEMS** that don't fit in the **PAW**, armor, curses, or any other thing that doesn't have a place on the Character Sheet.

**VANTAGE**: Expressed as a number of dice and successes required for an **ACTION**. **VANTAGE** affects how hard an **ACTION** is to perform. See **ADVANTAGE** and **DISADVANTAGE**.

**VICTORY POINTS (VP)**: In case you care, this is how you determine which Kobold is winning! The Kobold with the most Victory Points at the end of the game is typically considered the winner. In reality, the player who has the most fun is the winner, but if you are the type who likes to keep score, **VP** can be gained from achieving certain goals within adventures, completing missions, at the whim of The Mayor™, and, most often, by killing things!

**VOR: VOR, THE BIG RED GOD™**, is the patron of both Anger and Kobolds. In the beginning, **VOR** was just the God of the Kobolds, but being what they are, the Kobolds quickly pissed him off so much that his infernal rage dwarfed that of the previous Wrath God, causing him to immediately disappear in a puff of surly brimstone and forcing **VOR** to angrily assume his powers and responsibilities. His Angriiness continues to also remain saddled with the worship and adoration of the Kobolds.

**YEET**: Yeet is the mascot and official spokeskobold of 9th Level Games. He can be found all over the internet arguing and gushing about the things that he loves.

# SATAN!™

**KOBOLDS ATE MY BABY!**™ is a roleplaying game (*we guess*). And we heard that **RPGS** are all about worshipping Satan! Welcome to your new favorite game.

The first rule of **SATAN!**™ is that we don't talk about **SATAN!**™

Speaking the name of **SATAN!**™ opens a game.

Roll **3d6**.

You may only roll dice with one hand.

When you roll a 6, leave it.

No one can touch a rolled 6.

Pick up the rest of your dice and keep rolling.

When all your dice show 6 you can close.

To close, shout "Satan!" and make the Metal Sign.

The last player to close is the loser.

If you open a game while someone is touching an item of great value\*, you are the loser.

Losers should be punished.\*\*

You will always be playing **SATAN!**™ from now on.

It's your new favorite game.

*\*Items of great value, include: a beverage of any kind (but doubly so for expensive drinks at bars), your junk, someone else's junk, the wheel of a vehicle, while holding aloft an engagement ring while on one knee – etc.*

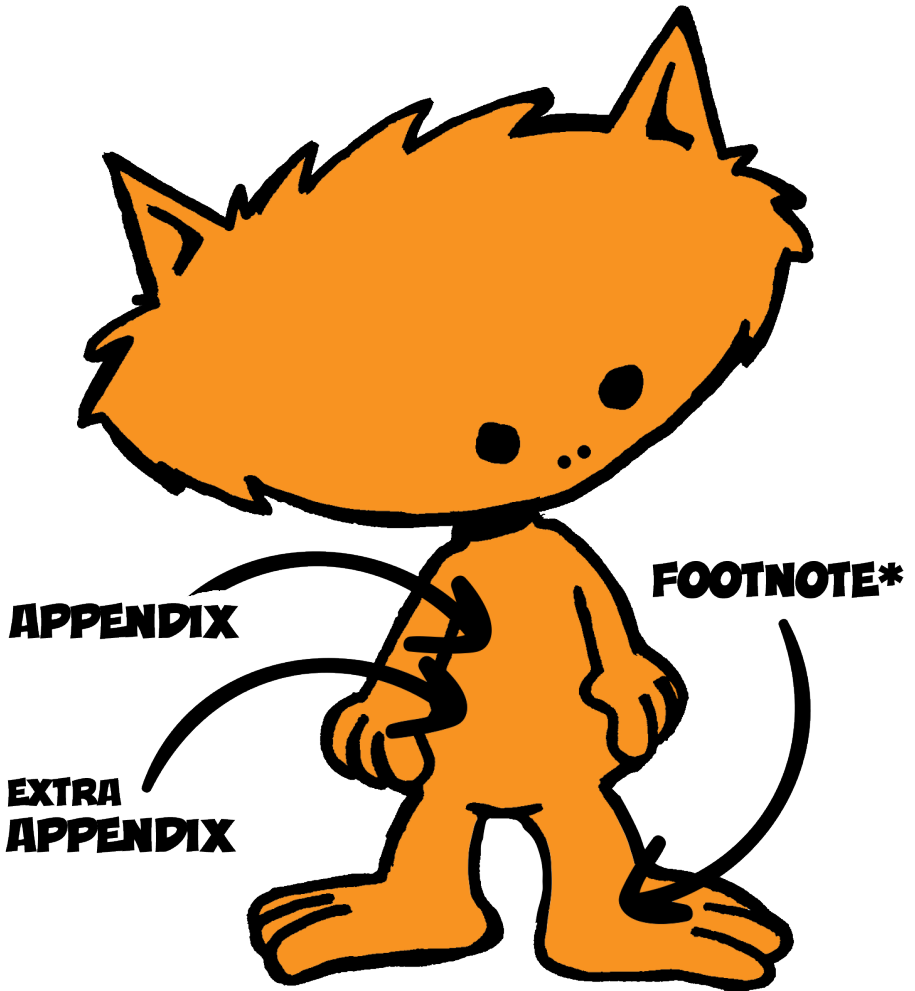
*\*\*Punishments vary based on your age, conditions, and how many beers you've had. Buying the next round is always a good punishment. If you're playing Kobolds Ate My Baby!™, taking a Death Check™ is always our favorite.*

*\*\*\* Hail Satan! Praise to the Dark Lord. If you are a Kobold, hailing a power that is not Vor is just asking for it, take a Death Check™ you heathen.*





# APPENDIX K



\*Kobolds are so useless they have a redundant appendix.

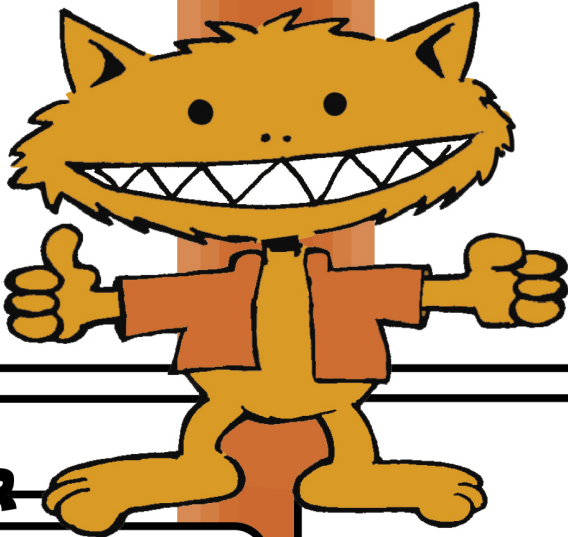


# KOBOLDS ATE MY BABY!



NAME \_\_\_\_\_

JOB \_\_\_\_\_



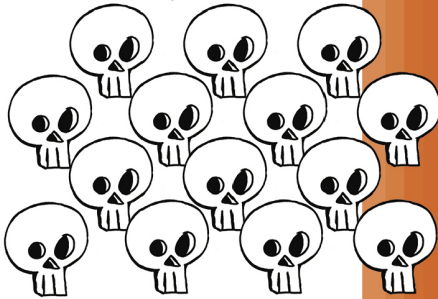
WRONG  
PAW

LEFT  
PAW

FLAVOR \_\_\_\_\_

HUMAN  
WORDS

TREATS



KOBOLD HORRIBLE  
DEATH CHECKS™



9TH LEVEL GAMES

## RESOLVER

	1	KOBOLD
	2 3	EAT
	3 4 5	FEET
	4 5 6	BEAT
	5 6	MEAT
	6	CHEAT

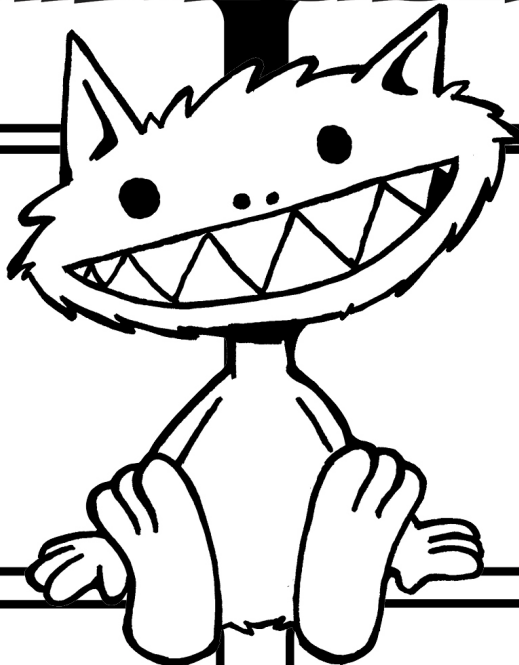


# KOBOLDS



**NAME** \_\_\_\_\_ **ATE MY BABY!**

**JOB** \_\_\_\_\_



**WRONG PAW** \_\_\_\_\_

**LEFT PAW** \_\_\_\_\_

**FLAVOR** \_\_\_\_\_

**HUMAN WORDS** \_\_\_\_\_

**TREATS** \_\_\_\_\_

## RESOLVER

**1 KOBOLD**

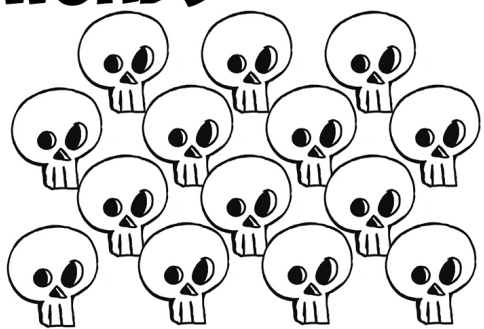
**2 3 EAT**

**3 4 5 FEET**

**4 5 6 BEAT**

**5 6 MEAT**

**6 CHEAT**



**KOBOLD HORRIBLE DEATH CHECKS™**



**9TH LEVEL GAMES**



# INDEX

!*...38	Eat...20	Pirate...75
Actions...18	Eating...33	polymorph...16
Alchoholemist...52	Effect...29	Pumpkin Spice Kobold...76
All Hail King Torg...15	Exciting Places...120-121	Rando Spells...924
Appendix K...148	Explode...31	Random Horrible...129
Baby Negligence...141	F'n Troll...66	Recycled Gear...91
Babysitter...52	Feet...20	Resolver...24, 152
Bard...53	Flavor...49	Romantic...77
Barkbarian...54	Follow-Vor...66	Royal Assassin...77
Beat...21	Foodstuffs...89	Rules Lawyer...78
Big Red Anti-Paladin...55	Garbage...92	Safety...4-5
Bishop...55	Guard...67	Sales Kobold...79
Bootlicker...56	Hacktor...68	Satan!...146
Booze...33	Index...151	Sauceror...80
Braumeister...57	Influencer...68	Saves...18
Bureaucrat...58	Inquisi-Vor...69	Soliloquy...39
Cannon Kobold...60	Jobs...50	Speak Human...48
Canon Kobold...60	King Torg...15	Spells...91
Cave Ranger...59	Knights Who Say Grot...70	Tabriz...123
Chaos...24	Kobold...8	Tax Accountant...81
Character Sheet QR Code...42	Kobold (result)...22	The Mayor...14
Character Sheets...42,149-150	Left Paw Chart...88	Tourist...82
Cheat...23	Mad Scientist...72	Treasure...93
Chef...61	Mall Ninja...73	Treats...35
Court Jester...62	Mayor's Desk...100	Unusual People...125-127
Cowpoke...63	McGuffins...94	Vanilla Kobold...82
Criminal...64	Meal Prep...119	Vantage...26,103
d666 ITEM CHART...88	Meat...21	Veterinarian...83
Damage...29	Menu, Drive Thru...118	Victory Points...153
Danger!...38	Menu, Home Style...116	Vor...10
Dangerous!...38	Menu, Restaurant Style 117	Warlock for Hire...84
DC...36	Moment...32	Weapons...90
Death Charts...129	Nifty Spells...92	Were-Chicken...85
Death Check...36	Normal People...122-124	Wizard's Lackey...86
Dungeon Meister...65	Paws...34	Wrassler...87
Dying...39	Philosopher...74	

\*I had to count. There were 654 exclamation points in this entire book, counting the cover and this one! So, I added 11 more (!!!!!!!!!!!) to get us to 666!



# RESOLVER

A 6x6 grid of numbers from 1 to 6. The numbers are arranged in a 3x2 grid for each row. The grid is set against a background of a grey rock formation. On the left, a yellow kobold with a red collar is climbing the rock. On the right, a yellow goblin with a large mouth is peeking over the rock. The numbers are: Row 1: 1, 2, 3; Row 2: 3, 4, 5; Row 3: 4, 5, 6; Row 4: 5, 6; Row 5: 6.

1	2	3	KOBOLD
3	4	5	EAT
4	5	6	FEET
5	6		BEAT
6			MEAT
6			CHEAT

MAKE A DEATH CHECK



+



> 12 =



9TH LEVEL GAMES