

The Original Beer and Pretzels Role-Playing Game!

MOBOLDS

ATE MY BABY!

THIRD
EDITION



9TH LEVEL GAMES

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Kung Fu Grip

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IT'S HARD BEING A KOBOLD!

I can think of few things harder than being a Kobold. Well, there are the SAT's (Sorcerous Aptitude Tests)... or you could be the only virgin in town, when a dragon moves next door... oh, and there's always being yellow ooze - that has to suck! But other than those, a Kobold is about the hardest thing to be. First off, we are the shortest semi-intelligent race in the Würld. Second, many other races, in particular bugbears and orcs, think we make terrific cooks. What's so bad about that? I'm sorry - Kobolds have trouble speaking your language - what I meant to say is they think we are terrific COOKED! And to top it all off, we don't get a lick of respect - not from evil wizard employers, not from adventurers raiding our caves, not even from the townspeople that we occasionally torment. Which brings me to my point, it's hard being a Kobold - but never harder than when King Torg (ALL HAIL KING TORG!) decides to have a party. But parties are great, right? WRONG! Ever been to a Kobold party? No, I didn't think so. The only thing worse than a Kobold party is a party of adventurers "accidentally" running into a Kobold party. Why humans feel the need to constantly "clean out" perfectly good dungeons is beyond me! Where was I? Oh yes, why do Kobold parties suck? Oh, let me count the ways:

REASON ONE

Kobolds are gourmets. Bet you didn't know that, huh! So the food at a Kobold Feast has to be the best available. That means fine black pudding, filet of rat, blink dog surprise, and of course - FRESH HUMAN BABY! Just thinking about it makes my mouth water.

REASON TWO

Kobolds are poor planners! You see, most other societies plan their festivals and holidays around great events in their history, the birthdays of famous dead people or odd conjunctions of the planets - but do Kobolds, no, of course not! We have parties whenever King Torg (ALL HAIL KING TORG!) feels like having one. "Tomorrow would be a great day for a party don't you think so." Which brings us to...

REASON THREE

If a Kobold party can't have the finest foods available - they will go for the next best thing... and that is... you! That's right, since Kobolds are so damn tasty, the youngest members of the tribe are usually spitted and roasted, much to the delight of everyone else!

And this is why my friends, that I have gathered you here together to say, "King Torg (ALL HAIL KING TORG!) has decided to have a party - and since he wants to have it tomorrow, we need babies - big fat tasty human babies, and lots of 'em. Otherwise, we're going to be served with a nice side salad!



HOW TO BEER AND PRETZELS ROLEPLAY

Most role-playing games promise to sweep you into a world of fantasy and adventure, where you assume the roles of mythic heroes and mighty wizards, wielding power and weapons, beyond the keen of mortal men. Other games promise that their sublime storytelling will be a source of uplifting joy for the player, allowing you to embark upon a journey of personal growth and emotional heartbreak. Kobolds Ate My Baby! Third Edition uses the BEER ENGINE: The Beer and Pretzels Role-Playing Game System that only promises to waste a few hours of your life, and let you get right down to the mashing and bashing of things. We also promise that the game will be simple enough to play inebriated (not that we suggest this), and that getting your character sheet covered in grease and pretzel salt will only heighten your enjoyment.

In BEER ENGINE! games, your character has four stats: BRAWN, EGO, EXTRANE- OUS, and REFLEXES; which determine how good your Kobold is at doing things - like casting a spell, cooking dinner, or slaying a chicken. To perform some action in the game, you must roll under one of your stats on a certain number of dice. The harder an action is to perform, the more d6 (a fancy gamer term for six-sided, i.e. "regular", dice) you need to roll. All that being said...

CREATING YOUR KOBOLD

Grab a Kobold Reference Sheet™ (conveniently located on the last page), a pencil, and a few six-siders. The higher your stat the better, but it's not worth cheating to get good high stats, since your Kobold is probably going to die very soon anyway. If your Kobold doesn't die, then obviously you aren't playing this game correctly and you should take it back to the store you where you bought it, demand a refund, and buy a happy little train game!



Roll 2d6, 4 times, and write down the totals next to each of the four stats on the Kobold Reference Sheet™.

THE FOUR STATS

BRAWN (B) - Is how big, mean, tough and strong a Kobold is. When you want to break something, lift something, hurt something, or otherwise act macho, you roll against BRAWN. Brawn determines how hard your Kobold is to kill, called HITS, and how well they kill, called TOHIT.

EGO (E) - Is the intelligence (used here as a relative term), knowledge, and self-control (again, relatively speaking) of a Kobold. It determines how well you do at mental feats like casting magick spells, hiding, or speaking with humans.

EXTRANE- OUS (e) - Is a useless stat, for things like being a cleric, or constructing a killer deck for the next big tournament! When doing something that has no bearing on killing stuff, getting hurt, or blowing things up, roll against Extraneous. Extraneous determines your MOVEMENT.

REFLEXES (R) - Is how quick, athletic and dexterous your Kobold is. When you want to climb walls, jump, dodge, hit stuff, or run away, you roll against Reflexes. Reflexes determine how good you are at not getting hit, called COMBAT DICE.

KOBOLD SKILLS

A skill is any area of knowledge in which the Kobold has received training, or has just picked up over the years. Skills define a Kobold's abilities and can be as mundane as climbing or as complicated as setting traps. Besides killing and eating, Kobolds only know how to do 4 other things, one for each of their stats.

Each skill is governed by one of these four stats, which determines how good a Kobold is at using that skill, the higher the stat the better! When a Kobold wants to use a skill, the Mayor will tell them how many dice to roll (the DIFFICULTY), and the Kobold will try to roll UNDER their stat. Listed with each skill is a sample of the DIFFICULTY in using that skill.

Some skills give the Kobold a special ability or power, and power is dangerous in a Kobold's paw. Those skills marked DANGER! do not require a roll to use, but have their own negative side-effects, explained later.

Example: *Vosh and Bail want to hide under a rock from an oncoming Adventurer. Vosh has HIDE, which is an EGO skill. The Mayor tells Vosh that the DIFFICULTY of hiding from this critter is 3 Dice, so Vosh rolls 3d6 and tries to get under his EGO stat. Vosh has a 9 EGO, so he rolls 3d6 getting a 7 and successfully hides. Bail doesn't have the skill HIDE, so when he tells the Mayor that he wants to hide, the Mayor laughs at him and says - "Ha! You don't know how. The adventurer sees you and attempts to fit his axe between your ears!"*



Select one skill from each stat group, and record it on the Kobold Reference Sheet™ under SKILLS.

BRAWN SKILLS

BASH - The ability to break inanimate objects. The DIFFICULTY of the action is determined by how hard something is, examples are shown on the chart.

DUELIST - DANGER! The Kobold is a seasoned veteran, and by using Duelist can re-roll a failed attack roll. This skill does not require a Brawn Roll.

LIFT - The Kobold is especially brawny and by using this skill can carry an additional ITEM without penalty. The Difficulty depends on how long the Kobold plans to carry the ITEM, 1 die per turn.

SWIMMING - The Kobold can swim. Duh! The DIFFICULTY of the Swimming depends on how fast the water is moving.

WRASSLE - The Kobold is trained at grabbing living things and putting them on the ground. The DIFFICULTY of this action is equal to the Combat Dice of the target. After a successful WRASSLE, a Kobold can spend one action to stuff a small living critter in his mouth. Chewing does 3 DAM per turn.

EGO SKILLS

HIDE - The ability to conceal oneself in the shadows or behind cover. The DIFFICULTY of this action is up to the Mayor.

LACKEY - DANGER! The ability to cast a magic spell. See KOBOLD MAGICK!

TRACK - The ability to follow a trail whether in town, in the bushes, or underground. The DIFFICULTY of this action is up to the Mayor.

TRAPS - The ability to set traps, or disarm them without being harmed. The DIFFICULTY of "searching" for traps is 2d6. The DIFFICULTY of disarming a trap is up to the Mayor. Remember, if the kobold fails the roll, the trap goes off with them at ground zero. The DIFFICULTY for setting a trap, is 1 die per damage caused by the trap.

SPEAK HUMAN - Some Kobolds have dedicated their lives to learning the speech of their favorite prey. With this skill, a Kobold can speak and understand 1 word of Human per point of EGO. Write down your Kobold's vocabulary on the Kobold Reference Sheet™. If a Kobold attempts to speak or understand anything other than these words, the DIFFICULTY is determined by how many words are in the sentence (1 die per word)!

EXTRANEOUS SKILLS

BARD - Kobolds don't have a great oral tradition, and most of their storytellers are just big fat liars. A Kobold with the Bard skill can lie. The DIFFICULTY of lying to another player Kobold is 3d6, 4d6 to lie to guards, and 5d6 to lie to King Torg (ALL HAIL KING TORG!), and 6D6 to lie to VOR himself.

COOK - Training in the culinary arts. The recipe determines the DIFFICULTY.

COWER - DANGER! Most Kobolds lack the sense of self-preservation needed to try and avoid taking damage. Those Kobolds that do try and get out of the way are considered cowering weaklings. By COWERING a Kobold increases their Combat Dice by 1 until the end of their next turn. This does not require an EXTRANEOUS roll.

TRADE - DANGER! The Kobold has trained long and hard to be a good dickerer, bargainer, or used horse salesmen, and so can re-roll any result on any chart. This skill can be used during Kobold generation, and does not require a roll.

SPELUNK - The ability to hang from ropes, drive stakes, and do those other nifty things that Adventurers like to do in dungeons. The DIFFICULTY is determined by the mayor, or is 2d6.

REFLEXES SKILLS

ATHLETE - The Kobold can leap, jump, roll, climb, and otherwise call upon their Koboldosterone. The DIFFICULTY for any Athletic action is up to the Mayor.

FAST - The Kobold is a sprinter and can increase their MOVE this turn. The DIFFICULTY is equal to 1 die per additional square of movement.

THROW - The Kobold can hurl melee weapons, babies and gear at their foes. The DIFFICULTY of throwing something is equal to the Combat Dice of the target. When in doubt a thrown object does at least 1 DAM. Inanimate objects have 1 Combat Die.



SNEAK - The ability to move quietly and to remain undetected. The base DIFFICULTY for this is 3d6, but it depends on what you're trying to sneak past.

STEAL - The ability to take a piece of gear from someone else without him or her knowing that you took it. The DIFFICULTY of stealing from another Kobold is 3d6, and the DIFFICULTY of stealing from anything else is up to the Mayor. If you fail the roll, the target notices you - you little thief!

THE DOWN SIDE

As you may have heard, it's tough being a Kobold! Every time a Kobold fails a skill roll, there is a chance that they will die a Horrible Kobold Death. Every time a Kobold fails, check off a box in the Kobold Horrible Death Record™ on the Kobold Reference Sheet™. Each time that a Kobold takes a check, roll 2d6 and add the number of checks you have to the roll. If the total is less than or equal to 12, you don't die. If the roll, plus the checks, is greater than 12 - you have to roll for KOBOLD HORRIBLE DEATH. See page 31 for complete rules on how horribly Kobolds can (and will) die!

Some skills are especially dangerous to use, like Duelist, Lackey, Cower and Trade (the ones marked DANGER!). Each time a Kobold uses a DANGER! skill, they automatically take a Kobold Horrible Death Check!

EDGES AND BOGIES

Edges and Bogies are the inborn talents and deficiencies a Kobold possesses. Edges (good qualities) begin with a plus (+) sign, and Bogies (bad qualities) begin with a minus (-) sign. All Kobolds are born with two edges and two bogies. In addition to these, each Kobold must roll once on both the Random Edge Chart and the Random Bogle Chart. Unlike Skills, edges do not give a Kobold Horrible Death Checks™, nor do they require a roll against your stats. The Mayor can call upon a Kobold's bogies to to cause awful things to happen to a Kobold (like - KOBOLD IN HEAT) or force that Kobold to perform an action (like - FEARLESS).



All Kobolds start the game with the following Edges and Bogies.

+ BARK LIKE A KOBOLD: Kobolds are known for being exceptionally good at cooking, and particularly poor at almost everything else. So how is it that Kobolds haven't become extinct, especially when it seems that fighters are always killing hordes of them, and warlocks are always throwing them against their enemies? Ignorant of all the rules of evolution, Kobolds have developed the unique ability to make the impossible happen, Vor only knows why! BEFORE rolling the dice, the player can bark, growl and generally act like her Kobold to have the difficulty of any action reduced by one die. Be warned, each time a Kobold uses this edge, they must be louder and more Kobold-like than the last Kobold that used this edge. The Mayor is the judge of whether your barking justifies the bonus die.

+ KOBOLD SENSES: While it is true that Kobolds don't have noses, their sense of taste is so refined that they can actually "taste" the smell of things. In addition, Kobold's eyes are accustomed to living and hunting in deep dark caves, so that their sight is fine, even in complete darkness.

- FEARLESS: Have you ever stopped and wondered why it is that a pack of measly, weak, little Kobolds will attack a party of fully armed and armoured warriors backed by fireball chucking wizards? The truth is, Kobolds have no understanding of the concept of self-preservation. Some have speculated that the tiny size of the Kobold brain allows them to cheerily march into the maw of

certain doom, while others believe that if Kobolds do begin to act in a cowardly way (like trying not to get killed) then Vor himself strikes them down (Vor hates cowards!) If a Kobold is acting exceptionally cowardly, the Mayor may choose to give that Kobold a Kobold Horrible Death Check™.

- TASTE LIKE CHICKEN: It is a well-known fact that Kobolds are extremely tasty when prepared correctly. Should a Kobold become wounded, all critters (other than Humans) in the map square must make an EGO roll at 2 dice. If the result is greater than the creatures EGO, the desire to eat the tasty little Kobold becomes overpowering.



Roll once on each of the following charts and record the results on the Kobold Reference Sheet™.

RANDOM EDGE CHART (1D6)

1. + Useless
2. + Animal Chum
3. + Bouncy
4. + Fatty Goodness
5. + Troll Blood
6. + Winning Smile



+ USELESS: You have no discernable positive qualities, whatsoever.

+ ANIMAL CHUM: Ever since you were just a little pup, you have had a special way with animals. Animals will not attack you, unless you specifically attack them.

+ BOUNCY: The gods have decreed that this Kobold will not be falling to his death. No matter how far you may fall, or how much damage is taken, your Kobold will always have at least 1 HIT after hitting bottom and will bounce into a random adjacent square.

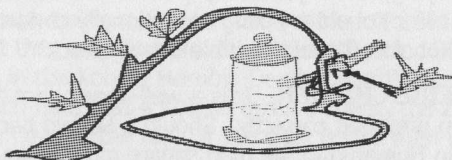
+ FATTY GOODNESS: You have lived the good life, and a round, pudgy belly is the big reward. You start the game with 1d6 additional HITS from your impressive bulk.

+ TROLL BLOOD: One of your ancestors was a bit of a swinger. You have the wondrous ability to regenerate damage. You can spend 1 full turn (doing nothing else), to licking your wounds to and gain 2 HITS. Note: You can only lick your wounds, when you have them (i.e. after taking damage).

+ WINNING SMILE: Your Kobold has a wide, toothy, friendly smile that inspires both trust and camaraderie in men, and causes most women to think you are very cute (or vice versa). As long as you are smiling, humans will not attack you! (That is of course, until you do something out-and-out wrong, like stealing a baby or eating a cat.) Note: The Player must actually be smiling for the Kobold to reap the benefits of this edge.

RANDOM BOGIE CHART (1D6)

1. - Faultless
2. - Animal Foe
3. - Foul Smelling
4. - Hungry
5. - Kobold In Heat
6. - Tastes Like Baby



- **FAULTLESS:** The only thing wrong with you, is you're a Kobold!
- **ANIMAL FOE:** You've spent most of your life kicking dogs and lighting cows on fire. As a result all animals get a bad vibe from being near you. All animals within your map square will try to leave, and if cornered will attack!
- **FOUL SMELLING:** You never really took much to the concept of bathing; as such, a putrid cloud clings to you. Anything in your map square will notice the scent, and probably come looking for a pile of dung.
- **HUNGRY:** You have an insatiable appetite, even for a Kobold. Your need to eat is so great that if you smell the blood of anything tasty, you must make a 3 dice EGO roll or go into a feeding frenzy, unable to stop yourself from trying to eat your prey. The Kobold definition of tasty is anything that tastes as good as chicken (like chickens, for example, or waffles or other Kobolds or baby! Yum!)
- **KOBOLD IN HEAT:** You're facing some big changes in your life this year, and dogs have begun to notice. If you encounter a dog, it will follow you around until it can get you alone. Every time you encounter an adult human, you must make a 3 dice EGO roll, or attempt to hump their leg. Each turn spent "humping" reduces the EGO roll by 1 die.
- **TASTES LIKE BABY:** Sure, every Kobold tastes great swimming in tomato gravy, but you just smell de-licious! Should you become wounded, all critters (other than Humans) in the map square must make an EGO roll at 3 dice. If a critter fails the roll, the desire to eat you becomes overpowering. If a Kobold with the - HUNGRY bogie is nearby, they must make a 5 dice EGO Roll.

KOBOLD GEAR

Kobolds lack the intellect to make their own equipment. Those Kobolds with enough sense to make things are immediately drafted into the Cooking Army. As a general rule, Kobolds get all of their equipment by a) stealing or b) trash-picking. When Kobolds do get stuff, they take it to the center of the Caves, called the BAZAAR, and dump it into a large pile. When they leave the caves, they stop by the piles and grab equipment.

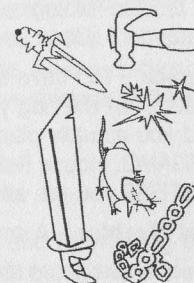
Due to tiny brains, Kobolds haven't exactly picked up on the idea of storage. Consequently, Kobolds can only ever carry 2 ITEMS - one in their right paw, and one in their left. This means that a Kobold needs to drop one of their ITEMS, in order to pick up something new - like a baby! If a Kobold is caught carrying more than 2 ITEMS, they immediately get a Kobold Horrible Death Check™. Armour and outfits don't count as ITEMS for carrying purposes, even Kobolds have to put their pants on one leg at a time!



Get some dice and roll on each of the charts below. Record this equipment in the appropriate section on your Kobold Reference Sheet™.

RANDOM WEAPON CHART (2D6)

2. **NONE FOR YOU!** (You were last in line when they handed out weapons.)
3. **Stick** (1 DAM, can be thrown to distract dogs)
4. **Club** (2 DAM, Bonus Die to BASH rolls)
5. **Hammer** (1 DAM, Bonus Die to SPELUNK rolls)
6. **Knife** (1 DAM)
7. **Dagger** (1 DAM and it looks really cool!)
8. **Small Sword** (2 DAM and it doesn't look cool!)
9. **Cooking Utensil** (1 DAM, Bonus die to COOK rolls!)
10. **Iron Skillet** (3 DAM)
11. **Chain** (2 DAM and makes you look menacing)
12. **Dead Rat** (0 DAM, - Foul Smelling)



RANDOM ARMOR CHART (2D6)

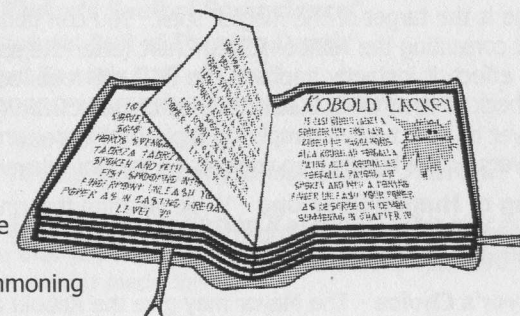
2. **Backpack** (See GEAR!)
3. **Socks** (1 ARMOUR HIT)
4. **Tee-Shirt** (2 ARMOUR HITS)
5. **Leather Jacket** (6 ARMOUR HITS)
6. **Beer-Barrel Armour** (9 ARMOUR HITS, Penalty Die to ATHLETE CHECKS)
7. **Nekkid!** (You dirty little Kobold!)
8. **Discarded Kids Clothes** (1 ARMOUR HIT, but at least you're not nekkid!)
9. **Big Shield** (12 ARMOUR HITS, but counts as an ITEM)
10. **Khaki Pants** (1 ARMOUR HIT)
11. **Leather Britches** (4 ARMOUR HITS)
12. **Metal Pot Helm** (10 ARMOUR HITS)

BONUS DIE
A BONUS DIE reduces the Difficulty of an action by one die (i.e. roll 1 die less).

PENALTY DIE
A PENALTY DIE increases the Difficulty of an action by one die (i.e. roll 1 die more).

RANDOM GEAR CHART (2D6)

2. *Mayor's Choice*
3. Bag of Marbles
4. Lint
5. 25 Feet of Rope
6. 10 Foot Pole
7. Booze*
8. Spice Sack
9. Codex of Tabriz the Arcane
10. Ring of Human Speaking
11. Cup of Milk Elemental Summoning
12. Bag of Holding: Chickens



GEAR DESCRIPTIONS

10 Foot Pole - A 10 foot long piece of wood favored by Adventurers. When using the 10' Pole, you get a Bonus Die to all SPELUNK actions. (The Red God only knows where you are going to put it.)

25 Feet of Rope - A length of rope in a nice neat coil. Unfortunately, after you use it the first time, you know that you'll never be able to coil it as nicely as it is now. It's like folding a map, and when was the last time you saw a Kobold cartographer? Once used, it counts as 2 ITEMS to carry.

Backpack - You have a trendy little sack that you like to strap across one of your shoulders. In the bag you can fit any one ITEM roughly the size of a baby. Should you actually place a baby in the backpack, you need to refer to the BABY NEGLIGENCE House Rule! The backpack and its contents, do not count against the 2 ITEMS you are allowed to carry.

Bag of Marbles - A small sack full of marbles. What were you expecting!

Booze - Your Kobold has a bottle of some kind of alcohol - roll 1d6. Drinking alcohol is a stupid thing to do, but Kobolds are stupid. Alcohol is good for starting fires, trading with humans, and calming babies (though you will probably need to refer to the BABY NEGLIGENCE rule). A Kobold won't know what is in the bottle till they prove their stupidity by drinking it.

Roll	Effects
1. Grog	Feels pretty good! Bonus die to all BRAWN rolls for 1d6 turns!
2. Mead	Gets a headache! A penalty die on all EGO rolls for 1d6 turns!
3. Beer	Tasty, and filling! The Kobold ignores hunger for 1d6 turns!
4. Wine	Mi, Amore! The Kobold gets -Kobold in Heat for 1d6 turns!
5. Brandy	Sophisticated! Take 2 DAM and gain BARD for 1d6 turns!
6. Ta-Kill-Ya	SMOOTH! Take 1d6 checks, and gain that many VP for being such a hardcore badass!

Spice Sack - Your Kobold is carrying a full arsenal of herbs and spices in a baggie. These herbs make food taste great. If used to COOK! anything, the resulting meal will give the Kobold 1d6 HITS.

Codex of Tabriz the Arcane, Evil Arch-Warlock for Hire - You have d6 pages of a magic book. To use these pages you must crumple them up and throw them at someone (kaws Kobolds dot red so gud!) The person hit by the page is the target of the magick spell. You can find the exact spell by rolling 2d6 and consulting the Random Spell Chart (after the spell is thrown). Regardless of the effect, it instantly happens (no EGO roll required). Every time you use it add a check to the KOBOLD HORRIBLE DEATH RECORD™. When using the book, the player must actually crumple up a piece of paper and throw it at one of the other players or the Mayor (who controls all the non-player creatures).

Ring of Human Speaking - While wearing this ring, the Kobold may speak to humans as if they were Kobolds. (i.e. he can understand what they are saying and they can understand him).

Mayor's Choice - The Mayor may give the Kobold any ITEM they desire from wondrous and deadly magickal artifacts to worthless knick-knacks!

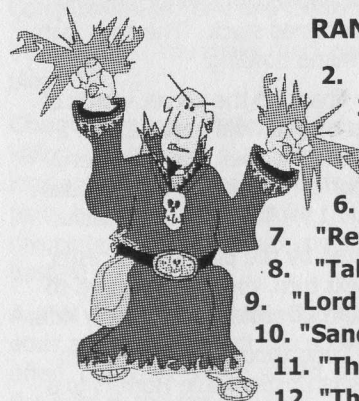
Cup of Milk Elemental Summoning - By using this magick cup, the Kobold can summon a Milk Elemental from the Demi-Plane of Dairy Products. Milk elementals calm cows and babies, can stopping fires or attack one's enemies. The Kobold can summon 1 elemental from each cow, churn, kitchen or bottle that he finds. Milk Elemental stats: B 5 / E 3 / e 7 / R 8 / Hits 5 / CD 2 / Dam 1.

Bag of Holding: Chickens - An interesting item, apprentices usually make this bag in Magic Shoppe Class 101. This bag only holds chickens but can hold an infinite number of them, which can be captured on a successful REFLEXES VERSUS! Keep a record of how many chickens are captured in this fashion. Should you die or let go of the sack to grab something else, all the chickens will immediately escape and appear all around the Kobold. The chickens will be enraged and will attack every Kobold they see!

KOBOLD MAGICK

Due to a complete lack of marketable skills, most Kobolds end up working the IX-to-V grind as fodder in some dungeon. Real go-getters will eventually find employment as henchmen for Evil Wizards. While working as lackeys, some Kobolds manage to actually learn something, and return to the Caves with the ability to cast a Magick Spell. Casting a spell requires the skill LACKEY, and requires a 2 dice EGO roll (unless otherwise noted). If a Kobold successfully casts a spell, they get a check on the KOBOLD HORRIBLE DEATH RECORD™. If a Kobold fails to cast a spell, they still get a check on the KOBOLD HORRIBLE DEATH RECORD™, but the spell misfires, and the MAYOR rolls 2d6 to see what spell actually goes off. Note: All spells have a "Somatic" component, which requires that the player (not just the Kobold) perform some action for the spell to work properly. Failure to perform the somatic component causes the spell to fizzle!

RANDOM MAGICK SPELL CHART (2D6)



2. "Summon Horrible Demon..."
3. "Wall of Beer"
4. "Hagen's LARPsfucation"
5. "The Kobold Mind Trick"
6. "Bail's Floating Frying Pan"
7. "Restor's Spell of Somnolence"
8. "Tabriz' Ball of Flaming Death"
9. "Lord Elmer's Ball of Glue"
10. "Sandor's Spell of Summoning Chicken"
11. "The POOF! Spell"
12. "The Spell of Mostly Unspeakable Horrors"

"Summon Horrible Demon That Enjoyeth Eating Kobolds" - This isn't really a spell, but you forgot the one that you learned, and you had already told everyone that you could cast a spell, so you made this up.

"Wall of Beer" - This incantation creates a dazzling line of keg-fresh frothy beer that forms a wall around the caster, after the player shouts the magic words, "TAPPA TAPPA KEGGA, WALL O' BEER OMEGA" while doing a little dance. While "safely nestled in the bosom of booze" the Kobold gains +2 Combat Dice and critters trying to pass the wall must make a 4 dice BRAWN roll.

"Hagen's LARPsfucation" - The Kobold can cause herself to become invisible. The spell lasts for d6 turns. While the Kobold is invisible, the player must keep his arms folded across her chest (like a brooding vampire) or the spell fails!

"The Kobold Mind Trick" - You have the ability to influence the mind of another creature by issuing a simple, nonviolent command; such as "these aren't the chickens you're looking for." The effect lasts for 1d6 turns. To cast this spell, the player must say the command in a low, calm voice.

"Bail's Floating Frying Pan" - This handy spell makes a floating Frying Pan materialize from thin air. The sizzling skillet makes all COOK rolls 2 dice easier, and can be used as a weapon that does 3 DAM. The player must ask the other players, "Can you smell what {INSERT NAME OF KOBOLD HERE} is cooking!"

"Restor's Spell of Somnolence" - By making a mighty yawn (yes, you have to yawn!), you cause d6 creatures to fall asleep for d6 turns. Should there not be enough non-Kobold critters in the area, the Mayor should feel free to cause any Kobolds, especially the caster, to fall asleep to make up the difference. Note: Any player caught yawning directly after this spell is cast, falls asleep for 1 turn.

"Tabriz' Ball of Flaming Death" - A line of fire erupts from your body, and tears towards your opponent. The fire does d6 DAM and generally catches any combustibles in its path on fire. The player must laugh maniacally at their target.

"Lord Elmer's Ball of Glue" - You conjure an orb of elemental stickiness from the Quasi-Elemental Plane of Adhesives. Your victim is caught in the glue, which makes all REFLEXES rolls 1 die harder. In addition, the victim cannot put any ITEM down, and anything touched by the victim becomes stuck. The spell lasts for 2d6 turns. To cast this spell, the player must mime bowling!

"Sandor's Spell of Summoning Chicken" - By chanting the secret words of this spell (which to the other players sounds like a bad chicken impression), a chicken instantly appears from your hat. If you have this spell, you also get a keen hat. The summoned chicken will obey all your commands. Magic Chicken stats: B 2 / E 5 / e 5 / R 15 / CD 4 / HITS 2 / DAM 1 / - Tastes Like Chicken.

"The POOF! Spell" - With an audible Poof! (created by the player) the caster disappears in a puff of smoke. On the Kobold's next turn, they reappear up to two squares away, in any direction, through any kind of obstacle. Difficulty 4d6.

"The Spell of Mostly Unspeakable Horrors" - Long thought to have been banned throughout the Polyverse, the Spell of Mostly Unspeakable Horrors is a favorite of Kobold sorcerers. We would explain what happens when this spell is cast, but the horrors are mostly too unspeakable (except for the poli-dimensional tentacles, that really aren't all that bad). To cast this most maleficent incantation, the player must howl and wail madly. The target of this spell takes a Kobold Horrible Death Check™, and 1 DAM for each Check that the caster has!

ALIGNMENT

Throughout most of the Würld, groups of intelligent beings have pigeonholed each other into nine very specific categories, called ALIGNMENTS, which determines how these creatures look at the world. This is the reason that all elves are good, caring, frolicking pansies, and all orks are dreadful, overbearing, drag-chariot loving brutes. The majority of intelligent beings divide the world along the lines of good and evil, law-abiding and chaos-loving! None of which makes a lick of sense to Kobolds, who know all too well that the only difference between one Kobold and another is whether or not you are angrier, then you are hungry.

Since Vor created all of the Kobolds in his own image (obviously while extremely intoxicated and using a broken mirror printed with the words, "Objects Appear Smaller in Mirror"), Kobolds actually have no choice in the manner in which they view the world. To find your alignment, open this rule book on the table and toss a d4 at the Alignment Board (page 39). Whatever square the die lies mostly in, is your alignment. (Optional rule: Tack this chart to a wall, and throw darts at it, not only would it be fun, but Vor would be pleased and offer your Kobold a Victory Point for being so energetically enthused about creating a Kobold.)

Awful Hungry - You want to eat too, but we need to MAKE DINNER! There should be no snacking between meals.

Too Hungry - You don't care about anything but eating, fat boy!

Chaotic Hungry - You have a rare eating disorder known as Koboldulemia that keeps you from making up your mind about where to go for lunch.

Awful Chaotic - You think rules are a good idea, as long as you don't have to abide by them.

Chaotic Awful - You think rules are a bad idea, but you have Obsessive Compulsive Disorder, and follow every rule to the letter.

Too Angry - You really don't give a damn about anything, other than seeing its blood.

Chaotic Angry - You really like killing, but eating's okay, oh, and the logs are speaking and the owls want party hats, arrrggh! You're completely off your gourd you silly bastard!

Awful Angry - You have the righteous anger of Vor, and you show it, often, generally with a sword, axe, or fist right in the family jewels.

Blonde - Like, you haven't made up your mind about what you think. And you like dolphins!



TIME

In most role-playing games, a full page is devoted to explaining the subtle nuances of rounds and turns. In KAMB3E there are just turns! Turns are some unknown quantity of time, and a Kobold can attempt any number of actions in 1 turn, by increasing the difficulty of those actions. Only the Kobold whose turn it is can do anything; everyone else has to wait. Turns pass to the left (clockwise), and the Mayor always gets to go last.

The Kobold with the highest EXTRANEIOUS score should sit to the left of the Mayor. The Kobold with the next highest EXTRANEIOUS score sits to their left, and so on. In the event of a tie, the Kobold with the highest EGO goes first. If there is still a tie, use REFLEXES, and if it gets all the way to BRAWN, then buy some new dice, because something is obviously fishy! Each turn, play begins with the Kobold to the left of the Mayor, and continues clockwise. If anyone complains about dynamic initiative and the advances in role-playing over the last thirty years, beat them with a loaf of French bread, and move on!

ACTIONS

The following are the standard actions in a game of KOBOLDS ATE MY BABY! Third Edition.

MOVE! Kobolds are quick little buggers, and due to a complete lack of culture, are always scurrying about, so don't ask what their movement rate is while swimming, leaping, skipping, flying, or running. If you want to get down to the nitty-gritty of it a Kobold can move a certain number of squares per turn. The certain number of squares a Kobold can move is called (strangely) MOVE!

DO! A Kobold can invoke a House Rule, use an ITEM, use an edge, look around, or talk without causing too much harm (figuratively speaking). These actions take a turn, and count as an action, but usually don't require rolling dice.

SKILL! A Kobold can use one of their skills. To use a skill, the Kobold tells the Mayor what skill they are using, and asks for the DIFFICULTY. For some skills, the difficulty is listed with the skill, and in other cases, it is up to the Mayor to decide the difficulty of a skill roll.

CHART OF DIFFICULTY

1 die	SIMPLE
2 dice	EASY
3 dice	AVERAGE
4 dice	TOUGH
5 dice	HARD
6 dice	CRAZY

KILL! Kobolds do this so often, it gets its own section, *HOW TO KILL THINGS!*

VERSUS! In some situations, two Kobolds or things are going to be competing directly against each other. In these cases, a VERSUS ROLL is used to determine the victor. In a VERSUS ROLL, each participant rolls 3 dice, and subtracts their STAT; the Kobold with the lowest score is the winner.

EXTRANEIOUS MOVE!

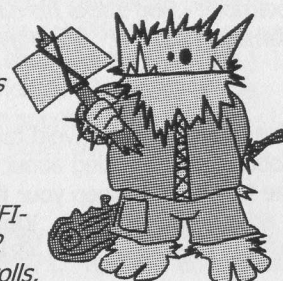
0-5	1
6-9	2
10-14	3
15-18	4
19-22	5
23+	6

Example: *Slod (BRAWN 12) and Bail (BRAWN 5) are wrestling. Slod and Bail each have the skill WRASSLE. Each Kobold rolls 3d6 and subtracts their BRAWN. Slod rolls 9 and subtracts 12, for a score of -3. Bail rolls 13 and subtracts 5, for a score of 8. Since Slod has the lower score, he wrestles Bail to the ground.*

DO MORE! If a Kobold wants to take more than one action in a turn, they can, by adding a penalty die to each roll for each additional action taken. A penalty die adds an additional die of difficulty to an action.

Example: *Vosh wants to hit the Farmer twice. The DIFFICULTY to hit the farmer is 2 DICE. Since Vosh is attacking twice, he adds a PENALTY DIE to each roll, making the DIFFICULTY 3 dice for both.*

Example: *Slod wants to grab 3 chickens in one turn. Chickens have 2 COMBAT DICE, which makes the DIFFICULTY of grabbing one 2 DICE. Since Slod is taking 2 additional actions, he suffers 2 PENALTY DICE on all rolls, so that Slod has to make 3 WRASSLE ROLLS at 4 DICE each!*



HOW TO KILL THINGS!

REFLEXES

0-5
6-9
10-14
15-18
19-22
23+

COMBAT DICE

1
2
3
4
5
6

If you haven't noticed so far, the life of a Kobold is filled with the simple pleasures like eating and drinking. You may have also noted that it is usually brief and bloody. Kobolds settle most differences through combat, just the way that Vor likes it! Invariably, your Kobold is going to get in a few scuffles, so you might want to learn how to kill things!

TO HIT

Granted, when two impressive sword-masters square off, combat becomes an art form. Where Kobolds are concerned, combat generally involves standing there and hitting each other until someone croaks! In KAMB3E, attacking something is called TOHIT. All critters, townsfolk, and Kobolds have can try TOHIT anything else with weapons, fists, claws, etc. Much like a skill, you roll a number of dice equal to the DIFFICULTY, and attempt to get under your BRAWN. The DIFFICULTY of striking your opponent is called COMBAT DICE.

Example: *Vosh and Slod are two Kobold buddies. They spent their formative years in the same warren, chewing on the same bones. The problem is that Slod thinks that he's going to take the baby that Vosh knows is rightfully his. Vosh has BRAWN 10. Slod, with REFLEXES 7, has 2 COMBAT DICE (CD). On his turn, Vosh wants TOHIT Slod, so he rolls 2 dice (the DIFFICULTY because Slod has 2 CD) and tries to get under 10 (Vosh's BRAWN).*

Example: *Bail has been throwing balls of flaming death at the Zombie Chicken, but it won't die -so, he decides to bash it into snot. The Zombie Chicken has 4 Combat Dice. Bail has a BRAWN 7. Bail needs to roll 4 dice (the DIFFICULTY from the Chicken's 4 CD) and try to get under 7 (his BRAWN score).*

DAMAGE

Now that we know how TOHIT, we get to determine how much DAM (damage) is done. If a critter or Kobold is damaged, i.e. they get hit; they subtract the DAM taken from their HITS. Every weapon does a particular amount of damage, which is listed with the weapons on page 9.

Example: *Slod sticks his dagger in a cow that has 12 HITS. A dagger does one damage (1 DAM). The Mayor reduces the cow's HITS to 11 (12 HITS - 1 DAM).*

ARMOUR

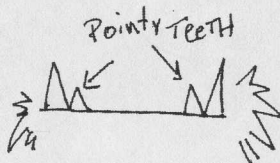
The easiest way to avoid taking damage is to avoid combat, but since these are Kobolds we're talking about that's not really gonna happen! So, armor is probably the best way to keep your Kobold from harm. When a Kobold is wearing armour, it adds ARMOUR HITS. Whenever a Kobold takes damage (from any source) that DAM is subtracted from ARMOUR HITS, before any KOBOLD HITS are reduced.



Example: *Vosh is wearing a Metal Pot on his head which has 10 ARMOUR HITS. If Vosh takes 5 DAM from a flaming ball of death, he subtracts 5 HITS from his ARMOUR HITS. If a Dragon were to breath on Vosh then, for 10 DAM, Vosh would take 5 ARMOUR HITS (what's left of this Metal Pot) and 5 KOBOLD HITS worth of damage.*

UNARMED COMBAT

Why would a Kobold use a dagger - don't Kobolds have Sharp Claws and Pointy Teeth? Well, yes they do, and SHARP CLAWS AND POINTY TEETH do 1 DAM. If a Kobold uses their teeth or claws to attack, they are at a disadvantage, since they have to get so close to their prey, and so suffer -1 COMBAT DICE (which explains why Kobold prefer to stab critters with sharp pointy things.)



DYING!

When a Kobold or a Critter reaches 0 HITS they take a dirt nap. About the only thing that dead Kobolds are good for is eating. (Note: Kobolds feel this way about everything, which explains why they are always trying to kill everything.) Killing any creature is worth VP, though some creatures may be worth more Victory Points when cooked (using the recipes in this book and other supplements).

EATING!

Some creatures, such as baby, Kobold, and chicken - are much better served very rare, tartar even, or as the Kobold chefs call it - "still kickin". If a Kobold can subdue a critter (by tying them up, wrestling them to the ground, catching them asleep, etc.) then the Kobold can EAT! Babies don't put up much of a fight, and a Kobold who has a baby can eat it whenever the mood strikes!

HOW TO WIN!

If you've never played a role-playing game before, right now your probably asking yourself, "So, how do I win?" Or, you might be asking yourself, "Why the hell did I buy this game?" Well, unlike your average role-playing game, KOBOLDS ATE MY BABY! Third Edition does have winners (and losers). Truth be told, it mainly has losers! Anyway, the winner is the player who, at the end of the game, has the most Victory Points. Most games continue until a certain condition is met, generally when all of the babies are gone (i.e. eaten, dead, stored in the cave, etc.) In the likely event of a Kobold's death, the player's next Kobold inherits all of the dead Kobold's current Victory Points (that haven't been spent!). The winning player is encouraged to laugh in the faces of all of the other players (a.k.a. the losers).

BASIC VICTORY POINTS

Bringing a baby to the CAVES	12
Killing a Kobold	6*
Negligent Baby Death	-3
Killing Critters/Townfolk	page 25
Making a Recipe	varies
Random Acts of KAMBNES	1

* If the Mayor kills a Kobold, they get the 6 VPs. Yes, this does mean that the Mayor can win the game, and gets to put it in the face of the losers. If, "But she puts the game together, she's in charge - that's just not fair" is what your thinking right now, then you should put this game down right now. You're taking this all too seriously!

On the outside chance that your Kobold actually manages to survive for any period of time, you might gain some Victory Points. If you do, you can spend these points to improve your kobold, whenever he is in the Caves (which can be during a game or between "adventures"). . Urthropologists studying the behavior patterns of Kobolds have never been able to explain how this process works, but Kobolds seem to know when to give things to other Kobolds that have VPs. This happens in the BAZAAR, located conveniently in the center of the Caves, just minutes from transportation, the Cave Mouth, a wonderful place to shop, lurk, mate, or just kill some lunch!

BARRACKS - For 2 VP you can roll on the Weapon or Armour Chart (p. 9).

MERCHANT STALLS - For 3 VP you can select any Gear ITEM (p. 9).

GAMBLING DEN - For 1 VP, the bargain hunting Kobold can visit a Stall of Iniquity, and roll on the Gear Chart (p. 9)

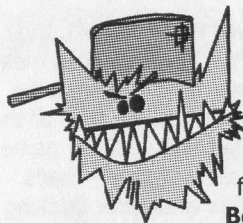
THE LIBRARY - The Library is a fancy name for whatever trash was recently taken from Tabriz. For 2 VP, you get a roll on the Magick Spell Chart (p. 11), or you can spend 4 VP to select any spell from the chart. (A Kobold must have the LACKEY Skill to dive into the Library.)

CHURCH of VOR - With a quick "VORLELUJAH!", a Kobold can gain 1 HIT in exchange for 1 VP. For 3 VPs, the Kobold can pray the "OUR VOR!" and gain 1d6 HITS.

OUTFITS

Kobolds can gain a little class, by honoring their skills and abilities. By spending 12 VPs, a Kobold gains a title, or indulgence, which includes a hat, or some other article of clothing, signifying his newfound position in society. Kobolds generally refer to these improvements as OUTFITS. A Kobold can be MULTI-OUTFITTED, but this requires a serious expenditure of Victory Points, and few Kobolds ever reach these grandiose levels of power (without cheating!). If a character has more than 1 OUTFIT, they can obviously only wear one at a time, meaning that they only gain the benefits of the OUTFIT that they are currently wearing. (OUTFITS do not count as ITEMS.)

KOBOLD VETERAN



After a grueling day of training in the Barracks, your Kobold now claims to be a Veteran who has the right to push other Kobolds out of line when they hand out weapons. To show your military prowess, you put a colander, pot, or tin ashcan on your head.

Requires: An itchin' to fight. Are you looking at me funny, punk!

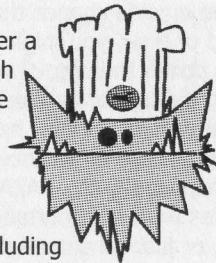
Bonus: Kobold begins all games with a "helmet" that gives you 6 ARMOUR HITS. Kobold Veterans can force any other Kobold to swap weapons with them, or they take a KHD check.

SHORT ORDER COOK

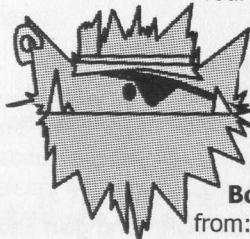
Instead of just eating a live rat, you decide to burn it over a fire and throw some spices on it. You think that's enough training to call yourself a Short Order Cook, and wear the funny white hat that is a mark of honor and distinction amongst Kobolds.

Requires: The COOK Skill

Bonus: The Kobold gets a chef hat and an apron. The apron allows the Kobold to carry any one food ITEM (including chickens and critters, but not babies) in their apron without it counting as an ITEM. The Short Order Cook gains +1 HITS from eating baby, Kobold or chicken.



CUTPURSE



Your Kobold never learned that stealing is bad. Not that eating babies or burning down villages is all that good, but that really depends on your point of view. After a long night skulking in the shadows and stealing other Kobolds dinner your roguish skills increase, so you tie an old bandana around your face or head.

Requires: The TRAPS, HIDE, STEAL or SNEAK Skills

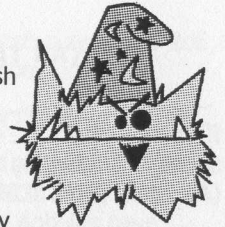
Bonus: Your Kobold gets to pick a new "roguish" skill from: TRAPS, HIDE, STEAL or SNEAK. The Cutpurse starts each game with a backpack.

EVIL APPRENTICE

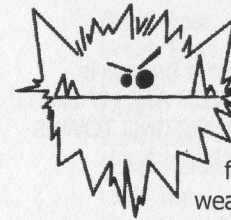
The allure of evil magick is strong! You throw yourself into study (which for Kobolds means tearing around in Tabriz' trash bins looking for cool stuff). After a successful garbage picking expedition, you throw on a robe and a pointy hat, and call yourself an apprentice.

Requires: The LACKEY Skill

Bonus: Evil Apprentices cannot wear ARMOUR. (Not for any particular reason, but because the rules say so, so there! Replace any armour with ROBES that have 1 HIT.) Anyway, Evil Apprentices start each game with 2 pages from the CODEX OF TABRIZ. When you become an Evil Apprentice, you get a free roll on the MAGICK SPELL CHART.



RULES LAWYER



While the other Kobolds went out to find Kobolds of the opposite sex with which to mate, you spent your time playing board games with other pale, pimply Kobolds that still live in a hole with their parents. When you emerge from the pit, you were clutching a little orange rulebook, and wearing a gamer t-shirt.

Requires: The SPEAK HUMAN skill, and having read the entire KAMB3E rulebook. Twice. At least.

Bonus: Rules Lawyers gain a Victory Point every time you tattle on another player that is currently breaking the rules, or should be getting a check, but currently aren't.

BOOTLICKER

Description: Instead of working on some really useful skill, your Kobold spends his whole day brownnosing, and trying to get people to give him food. All that sniveling and groveling lands you a plum job as one of King Torg's (ALL HAIL KING TORG!) bootlickers. You get a spiffy tie which doubles as a spit-shiner.

Requires: Being a yellow-bellied brown-nosed apple-polisher.

Bonus: Bootlickers can "grovel" to avoid being damaged from any source (except KHD). Each time that a Bootlicker "grovels" they get a check. To use this bonus, the player must whine and plead for mercy, etc.

COOKING!

The lives of Kobolds revolve around eating and you should encourage your players to delve into the exciting world of Gastronomy (the only science that Kobolds understand). Before every game, you should give the Kobolds a Recipe. The difficulty of a recipe is equal to 1 die for each ingredient that is difficult to get (like baby, strange fruit, spell book pages, etc.) If the Kobolds can successfully COOK the recipe they should be rewarded with some bonus Victory Points. When a Kobold attempts to make a recipe, the chart above lists things that affect the difficulty of the dice roll. Note these are not cumulative.

-3 Dice	Vor's Own Secret Spices, Booze
-2 Dice	Good Oven, Using Fresh Baby
-1 Die	Spices, Bar-B-Q Sauce, a Side Salad
-1 Die	Having a Spatula, Kobold, Live Food
+1 Die	Substituting Chicken
+2 Dice	Food Dead For 1 Week, No Utensils
+3 Dice	Food Undead, Non-Food Item, Poison

HOUSE RULES!

(All The Rules that Don't Fit Anywhere Else)

The "ALL HAIL" Rule

If anyone utters the name of King Torg (ALL HAIL KING TORG!), all Kobolds must shout, "All Hail King Torg!" Failure to express the proper respect for King Torg (ALL HAIL KING TORG!), results in a Kobold Horrible Death Check™.

The "FAT" Rule

Nothing ruins a really good piece of meat like killing it, all of the really good-for-you vitamins and minerals leak out. If a Kobold eats some living creature (usually by means of trapping it or wrestling it into their mouth) a Kobold gains HITS: 1 for Chickens, 2 for Kobolds, and 1d6 for Babies.

The "KOBOLDS ATE MY BABY!" Rule

If a Kobold is dumb enough (and they are) to eat a baby, when a human is present, the Mayor may scream at the top of her lungs "KOBOLDS ATE MY BABY!" This rule allows the Mayor to roll 3 times on the RANDOM WANDERING TOWNS-FOLK chart, and these do-gooders charge over to investigate the ruckus!

The "KOBOLD DRINKING SONGS" Rule

If every living Kobold stands up and sings a Kobold Drinking Song (NOTE: EVERY-ONE ALIVE MUST SING OR THIS DOESN'T WORK), they can force the Mayor to re-roll any result. What is a Kobold Drinking Song you ask - just about any ditty with the words "Beer" and "Kobold" in it! This only works ONCE per game.

The "KOBOLD SOLILOQUY" Rule

If your Kobold dies, you may stand up at the table, put your right hand over your heart, and recount the great deeds of your poor dead Kobold. Once this is finished, you can roll up a new Kobold and bring him into the game, keeping all of your current Victory Points.

Example: Tharg was just torn to shreds by a coop full of chickens. Gus stands up at the table putting his hand over his heart, "Mighty Tharg, that did slay many chickens. That did eat Farmer John's baby. That did steal rope from the Bazaar and did valiantly die in the chicken coop behind the Screaming Unicorn. We will miss you!"

The "AND ME BOSS" Rule

If more than one Kobold is involved in an action that produces Victory Points, the Kobold that instigated the action decides who gets the VPs. He can choose to divide them in any way (even if he decides that they should all be his, Mwahaha!)

The "BABY NEGLIGENCE" Rule

Take it from the pros: Babies are fragile! If you don't believe us, try having a catch with one, and see how long it lasts. If a Kobold performs any action that will jeopardize the life of the baby, the Mayor rolls a d6. On an odd roll, the Mayor subjects the precious little thing to the horrors of the BABY NEGLIGENCE or WILDERNESS HORRIBLE DEATH CHART (pages 32/33). What kind of things will cause a baby to buy the farm: casting spells, putting a baby in a backpack, failing a skill roll near a baby, playing catch with the baby, and anything else that your Mom would yell at you for doing with your little sister. Every Kobold in the map square loses 3 VP for not stopping this awful waste of food!

The "VOTE FOR ME" Rule

If no one is willing to be the Mayor, then it's Election Time. Each player rolls 2d6, the highest roll has just been elected Mayor! Huzzah for Randomocracy!

THE EATING HABITS OF THE ADULT KOBOLD

It is important to note that the lives of Kobolds revolve around the eating of food. In a particular day, a Kobold eats about twice their body weight in food, up to 14 meals a day when possible. Due to their undefeatable hunger, Kobolds have evolved to a point, where they can digest nearly anything that they can manage to get into their mouths - from human flesh to glass beads, and bonsai trees to ceramic pots.

Meal

Break Fast
Break Slow
Brunch
Lunch
Luncheon
School Snack
High Tea
Linner
Dinner
Supper
Low Tea
George
Start Fast
Midnight Snack

Example Foods Served

Toast with Gelatinous Cubes
Scrambled Dragon Eggs
Blackened Elf Salad
Baby, Lettuce and Tomato Sandwiches
Carriion Crawler Casserole
Kinder Garden Salad
Tea and Strumpets
Beholder Eye Soup
Roast Cave Rat with Dryad-on-the-Cob
Broiled Mung Gnome Surprise
Plenty of Beer and Orc Rinds
You don't want to know
Magic Girl Scout Cookies or Magic Girl Scouts
Whatever is handy, usually Kobold spawn.

END OF THE PLAYER'S SECTION!

If you are not playing the Mayor stop reading the book now! Should the Mayor catch you reading on, it is her right, Nay Duty! to give you a check on the Kobold

Horrible Death
Chart™.



TOWN HALL

The Kobolds Ate My Baby! Third Edition Mayor's Section

It's Good to Be the Mayor! If you're reading this section you are either a glutton for punishment or you have recently lost a roll and were elected to be the Mayor. In Kobolds Ate My Baby! Third Edition, the Mayor will act as the Game Master, so it is his responsibility to set-up the game, create the town, run the townsfolk and generally try to kill as many Kobolds as possible. This section will detail how you can create a town, all of the people in it and how-to run a BEER ENGINE! game.

The first thing that you need to learn is how to run a game. Generally, the sequence of events is as follows. The Kobolds tell you what they want to do this turn and then you describe what happens. Sounds easy, huh? Whenever a Kobold wants to perform an ACTION (that is any movement, skill or activity) it is up to the Mayor to describe the effect of that action.

Example: *The Kobolds move onto a section of the town where a Witch's Hovel stands. The Mayor says, "You see a small hut that smells like boiled cats and dead frogs. Yummy! The door is open and white smoke pours from the door." Vosh, a Kobold, says that he wants to walk over to the door. The Mayor says, "You walk over to the hovel door."*

SETTING DIFFICULTY

Whenever a Kobold wants to perform an action that requires knowledge of some sort (like picking a lock or scaling a wall) or there is a chance of failure (like catching something thrown at you) - the Mayor should ask the Kobold to make a roll. The Mayor will tell the Kobold what SKILL or STAT the Kobold will roll against and how difficult an action is. The DIFFICULTY of the action determines how many dice that the Kobold has to roll. The harder the action, the more dice that they roll. To determine how difficult the action is, refer to the Difficulty Chart below. For every additional action that a creature wants to do in a turn, add an additional die of difficulty to each action attempted that turn.

Example: *Vosh wants to disarm a trap in the Dirt Merchant's Stall. The Mayor tells Vosh that the trap is difficult (4 dice) to remove. Vosh has an EGO of 7 and so has to roll 4 dice and try to get under a 7 (good luck!).*

THE DIFFICULTY SETTINGS

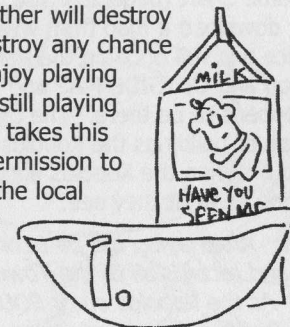
Difficulty	# of Dice	Example (Using THROW)
BRAINLESS	0 Dice	Throwing mud at the ground.
SIMPLE	1 Die	Throwing mud at a baby.
EASY	2 Dice	Throwing mud at a Kobold.
AVERAGE	3 Dice	Throwing a dart at a board.
TOUGH	4 Dice	Throwing a dart at an Elf.
HARD	5 Dice	Throwing a bull's-eye.
CRAZY	6 Dice	Hitting a chink in a Dragon's hide!
Extra Action	+1 Die	Throwing a baby while running!

THE TAO OF BEER AND PRETZELS

While playing Kobolds Ate My Baby! Third Edition we encourage you and your players to make as much noise as possible, make utter and complete asses of yourselves in public, and to generally make a gigantic mess. These few enlightened spiritual guidelines will help you truly enjoy playing a BEER ENGINE™ game.

THE LAW OF BEER

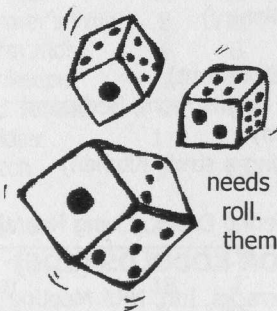
Games are like beer - prolonged exposure to either will destroy your life, give you a fat belly, and generally destroy any chance you have with the opposite sex. You should enjoy playing games - once they cease being fun and you're still playing them; you have a serious problem. If anybody takes this game too seriously, then 9th Level gives you permission to take them down into the steam tunnels under the local university and let them go. Remember to have fun with this thing, that's what games are for.



THE LAW OF PRETZELS

Pretzels only exist to give you something to do while drinking beer, and rules only exist so that you can have fun playing games. Everything in this book should be changed, bent, argued, pondered, eaten, regurgitated, revised, revised again, re-revised, chucked out the window, laughed at, put out in a fourth edition, spat at, swallowed and pooped out. At the end of the night, you and your friends are the ones playing the game. If you want to change the rules - go ahead! It's your game, you bought it.

THE LAW OF DICE



If a Kobold wants to do something, and if there is a chance of failure - MAKE HIM ROLL! That's why the gods created these little oddly shaped plastic bits capable of generating random numbers. Decide what Stat (Brawn, Ego, Extraneous or Reflexes) he needs to roll against and how many dice that he needs to roll. If anybody argues with you over your decisions, give them a check on the Kobold Horrible Death Record™!

RANDOM TOWN NAME

- | | | |
|------------|---------------|-------------|
| 2. Bumble | 3. Sticks | 4. Podunk |
| 5. Nowhere | 6. Boondocks | 7. Jebip |
| 8. Bumpkin | 9. Timbuk | 10. Kracker |
| 11. Hicks | 12. One Horse | |

MODIFIER

1. "East"
2. "West"
3. "North"
4. "South"
5. "-ville"
6. "-town"

CREATING THE TOWN!

Before you start playing, the Mayor needs to create a Town. Included in this game book is a ready to use town called, West Bumble. After the Kobolds have been decimated (or the town left bereft of babies) - you may want to play again. If so, you can use the following charts to help generate a new town. First, randomly generate the name for your tiny, backward village that the Kobolds are going to ransack, roll 1d6 on the Town Modifier Chart and 2d6 on the Random Town Name Chart (page 23). You could get creative and make up a map on your own, or download a map from www.9thlevel.com. After you have done that, grab some dice and roll once on the Random Wandering Townsfolk Chart for each square on and OUTSIDE MAP and once per ROOM for an INSIDE MAP to see what happens to be there. The chart will also give you some suggestions as to what type of buildings the Kobolds could find there, but what's actually there is up to you. When the Kobolds encounter a new section of the map, make up a description of what they see.

Example: *After laying the parts of the map together, the Mayor makes a bunch of rolls and records all of the Townsfolk Information on the TOWN REFERENCE SHEET. As the Kobolds enter SQUARE #1 the Mayor says, "You are standing on a Town Road; a ferocious looking chicken is blocking your path. It clucks." After eating the chicken, a Kobold proceeds to SQUARE #5, where the Mayor says, "You see a cute little farm house with a white picket fence and a sign that reads 'Die Kobolds Die!'."*

RANDOM WANDERING TOWNSFOLK CHART (3D6)

3. Nothing (Vacant Lot, Ancient Ruins, Unused Storage Closet)
4. Critter (Empty Farmer Shack, Field, Cell)
5. 2 Farmer Kids and 1 Baby (Farmer's Shed, Playground, Living Room)
6. 1 Chicken (Why did the chicken cross the road?, Kitchen)
7. 1d6 Chickens (Chicken Coop, Overturned Wagon, Pantry)
8. 1 Farmer and 1 Cow (Barn, Field, Bedroom)
9. 1 Dirt Merchant (General Store, Merchant's Stall, Storefront)
10. 1 Tasty Baby (Nice Little House, A basket floating downstream, Bedroom)
11. 2 Tasty Babies (Stone Hovel, Orphanage, Playroom)
12. 1 Baby and Farmer's Wife (Busy Farm House, Taking a stroll, Kitchen)
13. 1 Farmer (Farm House, Field, Outhouse)
14. 1 Innkeeper (Screaming Unicorn Franchise, Staggering Drunk, Living Room)
15. 1 Old Veteran (Old Shack, Ambushing the Kobolds, In a corner)
16. Bad News (Roll on the Bad News for Kobolds Chart)
17. Very Bad News (Roll this chart again and roll on Bad News for Kobolds Chart)
18. Roll Twice on This Chart and add 2 Babies (Very busy road, Town Hall)

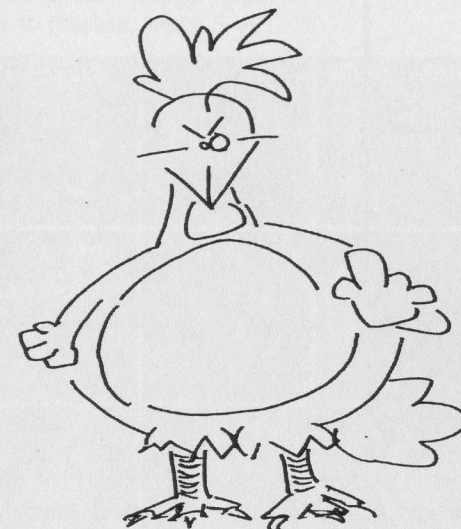
BAD NEWS FOR KOBOLDS (1D6)

1. 1d6 Soldiers (Barracks, Inn, NRA Meeting)
2. 2 Adventurers (Guild Hall, On an Interview)
3. 1 Blacksmith and 1 Cow (Smithy, Tavern, Being Naughty)
4. 1d6 Dirt Merchants (Grand Bazaar, a Used Wagon Convention)
5. 1 Witch and 1 Cat (Witch's Hovel, On Trial)
6. 1 Baby and whatever you want from the Menu! Erupt in Evil Chortles!

THE TOWNSFOLK AND CRITTER MENU

As the Mayor, you are responsible for playing the parts of the Townsfolk (including, the fat tasty babies!) and other Critters that the Kobolds encounter. Unless a Kobold has the "Ring of Human Speaking" all Human Language sounds like "Bob, Bob Bobbity Bob".

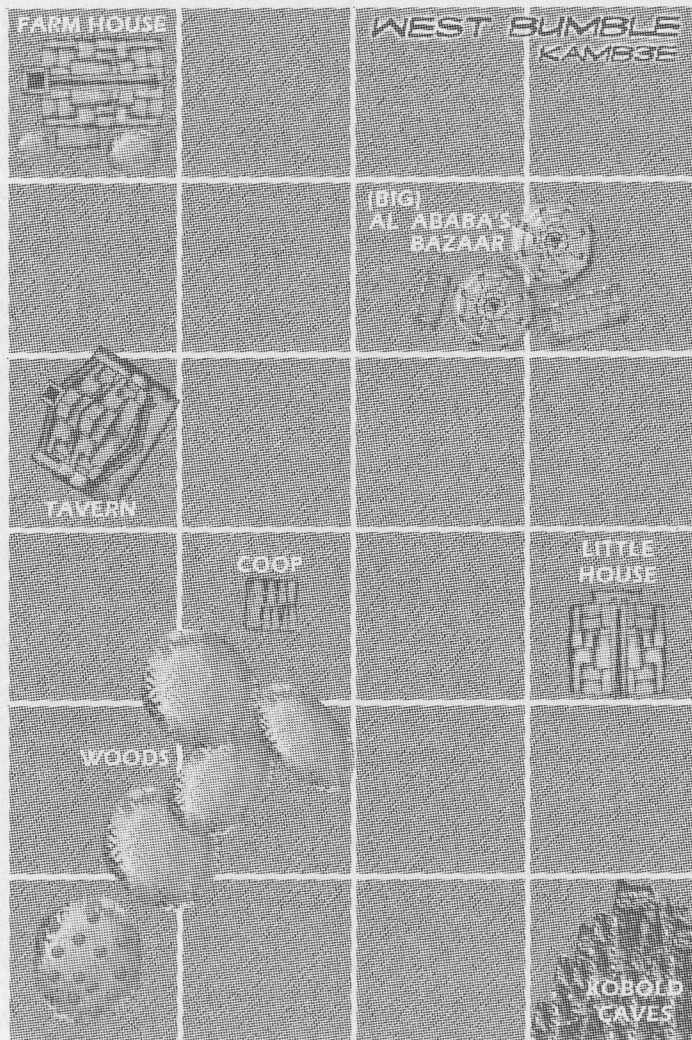
Conversely, Kobonics, the language of Kobolds, sounds like high-pitched barking to Humans. The Mayor is encouraged to make up descriptions of what the Townsfolk look and sound like. The most common thing that Kobolds will do to Townsfolk is attack them or to try and steal their babies without being attacked. Unlike Kobolds, Townsfolk and Critters do not need to check for Kobold Horrible Death if they fail their skill rolls.



Townsfolk	B	E	e	R	CD	HITS	SKILL	GEAR	VP
Adventurer	15	5	9	7	2	15	SPELUNK	Sword(3)	5
Baby	1	3	3	3	1	1	-Baby	-	0
Blacksmith	18	9	4	9	2	18	BASH	Hammer(4)	6
Dirt Merchant	6	14	17	12	3	6	TRADE	*Any	2
Farmer	10	10	5	8	2	10	LIFT	Axe(2)	2
Farmer's Wife	8	12	7	15	4	8	COOK	Skillet(3)	3
Farm Kids	4	6	6	9	2	4	STEAL	Rocks(1)	1
Innkeeper	5	9	15	6	2	5	BARD	Sword(3)	1
Old Veteran	6	8	9	4	1	6	COWER	Cane(1)	1
Soldier	11	6	6	9	2	11	DUELIST	Spear(3)	4
Witch	5	15	14	5	1	5	LACKEY	*Magic	5

Critter	B	E	e	R	CD	HITS	SKILL	DAM	VP
Bird	2	3	9	10	3	2	+Flying	1	1
Bear	18	7	5	8	2	18	TRACK	5	6
Cat	2	14	19	13	3	2	LACKEY	1	3
Cattle	15	2	2	2	1	15	BASH	3	4
Chicken	2	5	5	15	4	2	-Chicken	1	3
Dog	5	6	7	9	2	5	TRACK	3	2
Giant Rat	7	9	4	8	2	7	SNEAK	2	1
Sheep	4	3	4	3	1	4	COWER	1	1
Orc	12	5	5	8	2	12	LIFT	Axe(4)	3
Zombie	10	5	5	5	1	10	SNEAK	3	3
Dragon	25	25	25	25	6	25	LACKEY	Breath(10)	25

THE TOWN OF WEST BUMBLE



Once you are familiar with the rules of the game and you have generated a town, or got an adventure module, you and the Kobolds are ready to play. Add a sack of dice, a pound of good cheer, and a pinch of bad puns - stir and enjoy! Begin this game with the following passage, which is read aloud to the Kobolds:

"All Hail King Torg, King of All Kobolds! We are having a party tomorrow, my little Kobolds, and we need BABIES! Cause what's a feast without babies. And if you don't bring me babies - I'll be cooking the lot of YOU!"

Most Kobold games begin in THE CAVES. If any Kobold goes back to the Kobold Caves without a Baby, then that Kobold gets a Kobold Horrible Death Check! Come back empty handed twice, and it's a roll on the WRATH OF KING TORG Chart! Remind the Kobolds of this throughout the game, especially when they have just lost a baby or are having a bad time in combat, it breaks their spirit.

RECIPE: PARTRIDGE FAMILY PIE

(4 dice Difficulty to prepare, worth 5 VP)

- 1 Partridge (whole)
- 2-3 Humans (tender bits, preferably related)
- 3 Pears (squashed), Sugar, Bread, and Milk

Mix the sugar, bread, and milk together on the table. Roll the dough out and fill with the bird, people, and pears. Wrap tightly and cook on an open fire for 2-3 turns. Serve warm, with a side of Owlbear Sorbet.

1 THE KOBOLD CAVES

Read to the Kobolds: "As you have been selected for the menu, er, I mean to get things for the menu, my dear little Kobolds, let me point out a few things. Before you lies the town of West Bumble, a sleepy little hamlet. Our spies tell us that they have babies there, and King Torg! (All Hail King Torg!) wants them for dinner! So go forth, and bring back babies! If you don't bring back babies, do please come back, you all smell delicious and young Kobold stew is a particular favorite of mine. Oh and before I forget, King Torg's (ALL HAIL KING TORG!) current girlfriend Eaton (ALL HAIL EATON!) would like a Partridge Family Pie!"

Game Effect: If any Kobold returns to the Caves with a baby, award them their VPs. If they want to go in and spend the VPs, that's okay. If they don't have a baby, give them a check - if this causes them to die a Horrible Death, use the WRATH OF KING TORG Chart.

2 THE WOODS: "You can taste chicken on the wind near a pretty little wood."

3 THE COOP: "A small shack sits near the woods. It seems to be overrun with chickens. There are feathers, feed and chicken droppings everywhere. A red chicken, a white chicken, and fat chicken leer at you from inside the coop, while a Big Rooster gives you the finger from the top of the ramp."

Game Effects: Chickens hate Kobolds! They will die to defend their 2d6 eggs.

Red Chicken	B 2 / E 5 / e 5 / R 15 / CD 4 / HITS 2 / -Chicken / Beak(1) / VP 3
White Chicken	B 2 / E 5 / e 5 / R 15 / CD 4 / HITS 2 / -Chicken / Beak(1) / VP 3
Fat Chicken	B 3 / E 5 / e 5 / R 8 / CD 2 / HITS 3 / -Chicken / Beak(1) / VP 3
Big Rooster	B 4 / E 3 / e 5 / R 11 / CD 3 / HITS 4 / -Chicken / Beak(1) / VP 3

4 THE LITTLE HOUSE: "Inside the little house, you see a basinet, a cozy fire, and a fat human man trying to eat a metal slug that is wailing in torment!"

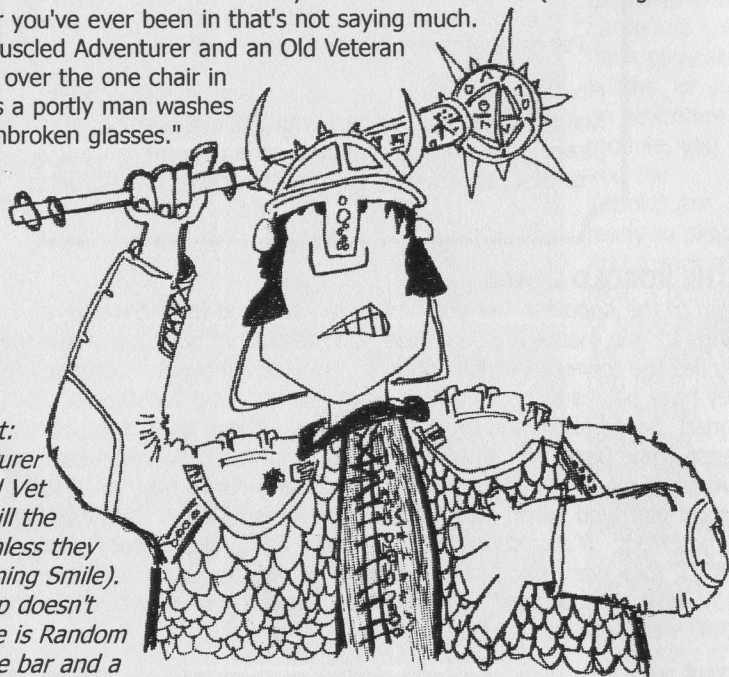
Game Effects: The Farmer is playing a harmonica, badly. The baby is cooing, and gagagooing. The difficulty to slip past the farmer is 2 dice, unless he puts the harmonica down then its 4 dice.

Farmer Blue	B 10 / E 10 / e 5 / R 8 / CD 2 / HITS 10 / SNEAK / Axe(2) / VP 2
Baby Gagoo	B 1 / E 3 / e 3 / R 3 / CD 1 / HITS 1 / -Tastes Like Baby / VP 0

5 THE SCREAMING UNICORN TAVERN: "From the smell of the place, this must be a tavern. A crude sign hangs in the front window, with a black Kobold's head surrounded by a thick red circle with a red line cutting through both the circle and the head. (Maybe this means Kobolds Like to Play Ring-Toss!)"

Inside: "This has to be the coolest bar you have ever been in (but being that it's the only bar you've ever been in that's not saying much.

A heavily muscled Adventurer and an Old Veteran are arguing over the one chair in the place as a portly man washes the three unbroken glasses."



Game Effect:

The Adventurer and the Old Vet will try to kill the Kobolds (unless they have +Winning Smile). The barkeep doesn't care. There is Random Booze in the bar and a dartboard (ARMOUR HITS 6, Counts as an Item).

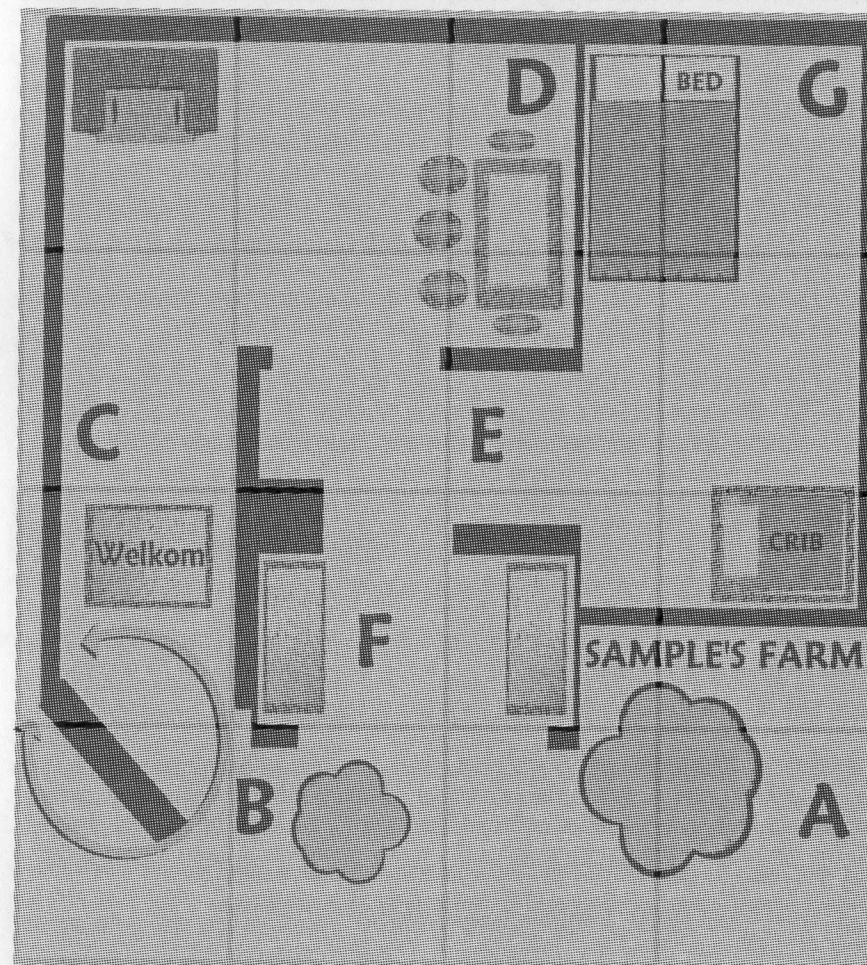
Adventurer B 15 / E 5 / e 9 / R 7 / CD 2 / HITS 15 / DUELIST / Sword(3) / VP 5
 Innkeeper B 5 / E 9 / e 15 / R 6 / CD 2 / HITS 5 / BARD / Sword(3) / VP 1
 Old Veteran B 6 / E 8 / e 9 / R 4 / CD 1 / HITS 6 / COWER / Cane(1) / VP 1

6 (BIG) AL ABABA'S BAZAAR: "Two brightly colored tents, and a variety of bushel baskets, make up the Bazaar of West Bumble. A skinny cow is munching grass behind the tents. Big Al Ababa, Dirt Merchant to the Poor and Piteous, is so hard up for business that he walks right up to the Kobolds and asks them (in fluent KOBONICS), "Ah good sir, is there anything that I can offer you. "

Game Effects: Al Ababa has a RING OF HUMAN SPEAKING on his little finger. In his three large bushel baskets there could be just about anything (make a roll on the RANDOM GEAR CHART) except for Booze (which his religion strictly forbids the sale, but not the consumption of). If the Kobolds do roll for Booze, they instead find 1d6 starving children (purely for marketing leverage).

Skinny Cow B 12 / E 2 / e 2 / R 2 / CD 1 / HITS 12 / BASH / Hoof(3) / VP 4
 Al Ababa B 6 / E 14 / e 17 / R 12 / CD 3 / HITS 6 / TRADE / Fist(1) / VP 2
 Starving Baby B 1 / E 3 / E 3 / R 3 / CD 1 / HITS 1 / -Tastes Like Baby / VP 0

SAMPLE'S FARM



A THE BUSHES OUTSIDE: This is the homestead of Mister and Missus Sample. It is a squat, one story farmhouse with red shutters, well manicured bushes, a big chimney, and a door that is slightly ajar. Two inviting smells bombard your senses as you approach - freshly baked rhubarb-parsnip pie, and tasty, yummy baby! A large, milky bay window dominates the front of the farm.

Game Info: The Kobolds can get into the house through the front door, by breaking through the window, or climbing down the chimney. To scale the house it is an ATHLETE or SPELUNK roll at 3d6. If the Kobolds look in the window, they can see the PANTRY (Room F). The bay window is milky and strong but could be broken on a 2d6 BASH roll.

B THE DOORWAY: The door is a large wooden affair, with bright metal springs. In the house you can see a large welcome mat.

Game Info: The first Kobold to go through the door springs a trap, which causes the front door to slam on them for 1d6 damage. If any of the Kobolds have the TRAPS skill, the DIFFICULTY to detect/disarm is only 2d6.

C THE FOYER: The hallway opens into a pleasant little foyer, whose walls are covered with bright waxy stick figure drawings (similar to Kobold Cave Paintings). A large heavy coat hangs on the wall near the door, and a cooking-fire merrily blazes in the far corner. There is a steaming pie rack, and a stone milk pitcher.

Game Info: There is a big knife in the coat pocket, Kobolds would think of it as a sword (2 DAM). There is also a bottle of booze (roll on the Booze Chart, page 10). The pies are tasty and sweet. If the Kobolds want to use the cook-fire, reduce the COOK Difficulty by 1. The fire does 2 DAM (You'll see!).

D THE KITCHEN: The kitchen is dominated by a large oak table, fitted out for dinner. A stout and cheerful woman (Missus Sample) is rolling out dough at the table, with her back turned to the foyer. A pet chicken, obviously pissed off at Missus Sample for using her young to make dough, is pacing at her feet.

Farmer's Wife B 8 / E 12 / e 7 / R 15 / CD 4 / HITS 8 / COOK / Skillet(3) / VP 3
Chicken B 2 / E 5 / e 5 / R 15 / CD 4 / HITS 2 / -Chicken / Beak(1) / VP 3

E HALLWAY: This is a hallway. It leads to the bedroom and the pantry.

Game Info: Unless a Kobold is staking out the hallway, when they enter, they get attacked by a little girl that thinks they are "So Cute!" and will try to hug them.

Little Girl B 4 / E 6 / E 6 / R 9 / CD 2 / HITS 4 / WRASSLE / Hug(2) / VP 1

F PANTRY: Before you lies the Kobold equivalent of a treasure trove. The walls are lined with glass jars of pickled goat feet, jellied herring, turnip marmalade, and umber hulk jerky. Loaves of bread, and a spice rack fill the highest shelves. On the very top of the pantry shelves sits a tiny cage with a tweeting partridge and a bowl of pears.

Game Info: Any Kobold with the bogie -HUNGRY, must make a 4d6 save versus EGO or spend 1d6 turns filling their belly. The shelves are rickety and high, and require a 3D6 ATHLETE or SPELUNK roll to climb to the top, if a Kobold fails this roll, they fall and take 1d6 DAM.

Partridge B 2 / E 3 / e 9 / R 10 / CD 3 / HITS 2 / +Flying / Beak(1) / VP 1

G THE MODEST BEDROOM: The modest farmhouse, has a modest bedroom, where the modest farmer and his modest wife sleep. Right now though, only the Farmer is sleeping (and having a nightmare about fiery cows taking over the world if the noises he is making are any indication.) A large crib lies against the wall, with a spinning mobile of little duckies hanging above it. Two chubby gurgling infants are crawling about the crib, oblivious to the peril that awaits!

Farmer B 10 / E 10 / e 5 / R 8 / CD 2 / HITS 10 / SNEAK / Axe(2) / VP 2
Baby Sue B 1 / E 3 / e 3 / R 3 / CD 1 / HITS 1 / -Tastes Like Baby / VP 0
Baby Bob B 1 / E 3 / e 3 / R 3 / CD 1 / HITS 1 / -Tastes Like Baby / VP 0
Chopper(Dog) B 5 / E 6 / e 7 / R 9 / CD 2 / HITS 5 / TRACK / Bite(3) / VP 2

Game Info: Unless the Kobolds have been stealthy (and have avoided making any real noise) the farmer is actually awake, and being very sneaky. He has an axe under the covers. In addition, the Farmer also has put Chopper (the big nasty pointy toothed dog) under the crib. If the Kobolds were extra-sneaky, then Chopper is sleeping as soundly as his master, at the foot of the bed.

Near the bed is a large sack, 25 feet of rope and a spittoon (8 ARMOUR HITS when worn as a helmet). Under the bed are a broken pitchfork (4 DAM +Big/Counts as 2 ITEMS), a sack of chicken feed, and a pretty box of doggy biscuits (a rare Kobold delicacy)!

DIE! DIE! DIE!

THE RANDOM HORRIBLE DEATH CHARTS™

In Kobolds Ate My Baby! Third Edition death is swift, ruthless, painful, ridiculous and an everyday occurrence. On the Kobold Reference Sheet™, you will find a line of boxes marked KOBOLD HORRIBLE DEATH RECORD™. There are a number of actions that force Kobolds to take a KOBOLD HORRIBLE DEATH CHECK™ (checks), such as:

- Each time a Kobold fails a skill roll.
- Failure to comply with certain House Rules, such as The Baby Negligence! Rule
- The use of some magickal ITEMS, like the Codex of Tabriz the Arcane
- Mayoral Whims, as a punishment for insolence, etc.
- Being unkindly, like trying desperately to avoid your much deserved death.
- And so forth.
- And so on.

Whenever a Kobold puts a check on the KOBOLD HORRIBLE DEATH RECORD™, roll 2d6 and add the total number of checks. If the total is greater than 12, then the Mayor selects the most appropriate HORRIBLE DEATH CHART™, and has the Kobold roll their own demise!

HORRIBLE DEATH CHART

The Baby Negligence Horrible Death Chart
The Wilderness Baby Horrible Death Chart
The Town Horrible Death Chart
The Inside Horrible Death Chart
The Wrath of Torg Horrible Death Chart
The Kobold Horrible Death Chart

REASON TO USE CHART

Baby Negligence! Rule violations
Baby Negligence! in the wild
Horrible Death while in a town
Horrible Death while inside a building
Horrible Death while in the Caves
General Horrible Deathliness

THE BABY NEGLIGENCE HORRIBLE DEATH CHART

1. **KPR (KOBOLD PULMONARY RESPIRATION)!**
2. **SOLD THE BABY!**
3. **YOU COULDN'T TAKE THE SMELL!**
4. **SHE'S SO CUTE!**
5. **SPIRITED AWAY BY AN EVIL WIZARD!**
6. **SPONTANEOUS BABY COMBUSTION!**

1. KPR! (Kobold Pulmonary Resuscitation)

The baby stops breathing. In a rare act of benevolence, you decide to give the baby "Kobold to Mouth" resuscitation. The baby is spared the embrace of Death! If you are - HUNGRY, it's a 5 dice EGO roll to keep from eating the tasty tot.

2. You Sold Her!

Who knew that a sleazy traveling dirt merchant could be so convincing! After 1d6 turns of haggling, you traded the baby for (mayor's pick of any ITEM chart). The baby is gone (you have no idea where) and the Kobold gains an ITEM.

3. You Couldn't Take the Smell!

You live in a cave system (commonly called a dungeon for some strange reason.) The caves that you live in are filled with carrion worm refuse, Cyan Dragon dung, and other odors known to kill men. But the stench of this baby is worse than an orc carcass rotting in the sun. You just couldn't take another minute of holding this screaming poop machine. So you put the poor thing out of your misery.

4. She's So Cute!

There you are carrying this tasty little baby in swaddling clothes. Then you heard this cute little cooing noise. You pulled back the cloth and saw the most adorable angel face. Then your mouth started to water. You were just about to stick its entire head into your mouth when it said, "Da-Da." It was enough to melt even Tabriz' evil heart. You had to let her go - there were sure to be some ugly babies around. Unfortunately, as she starts to wander off she is struck dead by a drunken wagoner. Make a 2 dice REFLEXES Roll or you get hit for 2d6 DAM.

5. Spirited Away By an Evil Wizard!

When you worked for Tabriz, Evil Arch-Warlock for Hire, you really thought having that "Tracking" spell cast on you was a good idea. Years later you figured out why you would do such a stupid thing, "Charm Kobold Lackey" is a standard spell for all first year apprentices at Evil University School for the Black Arts. Anyway, you were just innocently stealing this baby (with the intent of making a stew) when POOF! Tabriz appears. You knew better than to say no, so you passed the child over to the Master of the Extremely High Tower of Painful Mystical Death. The baby and Tabriz disappear.

6. Spontaneous Baby Combustion!

You had heard the suburban legends - but they aren't ever true. Now you Believe! The baby just smiled at you and then it BLEW UP! Even the pope ain't raising this one from the dead. Every man, woman, Kobold, chicken, et cetera in the map square take 1d6 HITS of damage from supersonic baby chunks!

THE WILDERNESS BABY HORRIBLE DEATH CHART

1. **WHEN (INSERT ANIMALS HERE) ATTACK!**
2. **YOU GOT HUNGRY!**
3. **HE WOULDN'T STOP CRYING!**
4. **PHYSICS LESSON!**
5. **BEARS LIKE BABIES TOO!**
6. **WHERE DID ALL THESE ZOMBIES COME FROM?!**

1. When (Insert Animals Here) Attack!

BEFORE READING THIS DEATH ALOUD - The Mayor Should Select some vicious animals from the Critter Menu in this manual, or from other KAMB3E sources. That being said - A vicious heard of [INSERT ANIMAL SELECTED HERE] come pouring out of the nearby wilderness. Generally [Animals] don't just attack innocent bystanders, unless they have food. Since Kobolds are as close to food as (a-hem!) intelligent creatures go, these animals have decided to attack anyway. 12 of the vicious beasties attack, and each creature gets a free attack on the Kobold and the Baby.

2. You Got Hungry!

Lunch was so long ago. You ate that half sandwich (Cave Spider Salad, your favorite!) but that was hours ago. And look at that baby, so plump and juicy. You just can't resist. You eat the baby!

3. He Wouldn't Stop Crying!

The Kobold Caves are a lot of things - but they are always quiet. Nearly everything that lives in caves spends most of their time "lurking" or "hiding in the shadows". These are quiet activities. The loud wail that this sack of baby fat could produce was causing your ears to bleed. You leave the baby on the steps of Katty Leah, Inc. (makers of fine handbags and athletic shoes), who are always looking for young help.

4. Physics Lesson!

Physics Lesson. If you stop holding a baby it will move (rather swiftly) towards the ground. The ground is very hard. The baby is very soft. Guess who loses?

5. Bears Like Babies, Too!

Let's not be stupid. Bears are big. Bears are scary. Bears like eating babies. Bears also like eating Kobolds. You do the math. The Baby dies and the Kobold can't do anything for 3 turns due to the massive shock of not being dead.

6. Where Did All of These Zombies Come From?

One minute, you're standing here with your fangs contorted into a smile and the next - all of these flesh-eating zombies are rising from the ground. How were you to know that this plot was built on top of an ancient Bugbear burial ground? The only reason that you survived was the brilliant idea of throwing the baby and running like Heck. The baby is zombified and all Kobolds in the map square are moved to an adjacent square.



THE KOBOLD HORRIBLE DEATH CHART

1. **BUT, I'M NOT DEAD YET!**
2. **HAIL OF ARROWS!**
3. **FALLING COW!**
4. **THE NINTH LAW OF THERMODYNAMICS!**
5. **FLAMING METEOR STRIKE!**
6. **THE BIG RED GOD'S BIG RED BOLT OF LIGHTNING!**

1. But, I'm Not Dead Yet!

Everyone around you thought they saw a Horrible Death coming on - but they were wrong. You narrowly escape death, but you still have all those little checks!

2. Hail of Arrows!

Kobolds know that from time to time arrows rain from the sky. Archers, traps, or evil monkeys may be the cause of this hail of arrows, but it doesn't really matter since you become a pincushion in about 13 seconds. You instantly die, but any non-baby, non-armour ITEMS remain. All bystanders in the map square take 1 HIT from stray arrows.

3. Falling Cow!

A cow falls out of the sky directly above you. You will never know where that cow came from (not that you'll ever know anything ever again - since you're dead!) You die a quick but agonizing death under the crushing weight of the huge bovine. You, the cow and your ITEMS are crushed into a mostly non-dairy paste.

4. The Ninth Law of Thermodynamics!

Little Known Fact: Kobolds have more chaos in their bodies than do most other full-sized races. Sometimes, due to an imbalance in the Internal Chaos Humors and Order Regulators (ichors), the Kobold actually folds in upon itself in a blinding flash of light. It has been theorized (by certain Evil Wizards involved in this kind of research) that a huge weapon could be made by purposely imploding Kobolds in a sealed container. You and everything that you are currently touching are turned into particles of light.

5. Flaming Meteor Strike!

"It's a bird. It's a dragon. No, it's a giant hunk of flaming rock hurtling straight at you!" Everything in the map square takes 12d6 HITS from the huge massive rock.

6. The Big Red God's Big Red Bolt of Lightning

You should have listened to your mother. The Kobolds have a very angry God. Vor, the Red God, does not take lightly to any indiscretion. You have done your best to keep all 23 of Vor's Commandments but you always slip up on Number 13 (which is either "Taking the Name of Vor In Vain", or something about "Places One Shalt Not Insert Fried Chicken"). The ground shakes and a huge red bolt of lightning hurtles from the sky directly into your forehead, transforming you, and your possessions, into a medium sized pile of chalky, orange ash.

THE TOWN HORRIBLE DEATH CHART

1. Hit By A Wagon!

If only you hadn't been terrorizing the town, forcing the townsfolk to loot their own stores. If only you hadn't been standing wherever you were standing! A wagon (laden with the looting loot) came tearing directly towards you. Thinking that you were a puppy dog, the driver veered to the left, which put the wheel directly onto your path. All your ITEMS and 1 random ITEM remain, after you die.

2. Fall Off High Thing!

Please refer to the WILDERNESS BABY HORRIBLE DEATH CHART #4 - Science Wins Again! The Kobold dies, but all of his non-baby possessions remain.

3. Angry Mob Appears

Generally mobs aren't happy people. Sometimes a happy mob appears carrying flowers and distributing chocolates. This is not one of those times! This mob has torches and pitchforks and mean dispositions. Not even a +Winning Smile will save you this time. The Kobold dies, all his things are crushed and all Kobolds in the same map square run to the nearest open map square.

4. Explode Into Chicken Feed!

Rarely seen in this modern world, the forces of bad karma joined together with overwhelming irony, to transmute you into a large pile of chicken feed. The Kobold and all of his ITEMS are destroyed. 1d6 chickens appear to feast.

5. The School Board

Just when you thought it was safe to speak your mind, the townsfolk get really sick of you destroying the minds of their youth (mainly by eating them!) So they tear down the old schoolhouse and use the boards to beat you to death in the public square. You and any other Kobold in the map square take 10d6 DAM from school board whacks. (Note: If you are in the State of Ohio, you take x2 DAM from the School Board, due to the Nails of Censorship. Take that Cincinnati!)

6. Tabriz Wants His Book Back (And Man Is He Pissed Off!)

There are few things angrier than an Evil Arch-Warlock whose book has been stolen: 1) a hydra with a headache, 2) any gamer that thought he was getting a serious look at Kobold culture, 3) Vor, the Big Red God. Tabriz is coming after you, and all the other Kobolds for that matter! One of you has his book and he's not stopping until he finds it. Unfortunately for you, the book is in pieces. Tabriz can cast two spells every turn. He will endeavor to slay all of the Kobolds, but is going to start with you! His stats are: B 5 / E 18 / e 13 / R 6 / CD 2. He is wearing Invincible Robes of Evil (666 AMROUR HITS). Unbeknownst to Tabriz, one of his ancestors may have been a Kobold and so, like all Kobolds, when he uses any magical spell there is a chance of Kobold Horrible Death. Every turn that Tabriz casts a spell add a check to his KOBOLD HORRIBLE DEATH RECORD™ then roll for it like any other Kobold would. What happens if Tabriz POOFS! in again...the Polyverse is a very strange place, indeed!

1. HIT BY A WAGON!

2. FALL OFF HIGH THING!

3. ANGRY MOB APPEARS!

4. EXPLODE INTO CHICKEN FEED!

5. THE SCHOOL BOARD!

6. TABRIZ WANTS HIS BOOK BACK!

THE INSIDE HORRIBLE DEATH CHART

1. A LION, A WITCH, AND A WARDROBE!
2. WHAT DOES THIS DO!
3. UNMENTIONABLES!
4. IT SLICES! IT DICES!
5. KOBOLD MOTEL!
6. PANTS ON FIRE!

1. A Lion, a Witch, and a Wardrobe!

Having been caught off-guard by the on rush of a Kobold Horrible Death, you fall down a rabbit hole, and barrel head first into a twister. A wardrobe falls on you, knocks you unconscious, and a witch, a tin woodsman, and the Queen of Spades jump out. The witch takes your ruby slippers, and then a lion eats you. You die in a horribly misunderstood mixed-metaphor.

2. What Does This Do!

Curiosity, that old cat-killer, comes a-knockin' and you are mesmerized by some shiny household implement - which keeps your attention giving the Town Militia time to sneak up behind you and lop your head off with farming implements. You die, your stuff remains, and the Mayor gets to start moving the 1d6 TOWN MILITAMEN about. Town Militiaman stats: B 8 / E 4 / e 9 / R 12 / CD 3 / Dam 3.

3. Unmentionables!

You have found a drawer full of Unmentionables! Not ladies undergarments, but a portal into the world of Mighty Khuthobold and the other Mad Elder Gods! MIGHTY KHUTHOBOLD stats: B ∞ / E ∞ / e 0 / R 12 / CD 3 / Tentacles XD6 dam (where X is equal to the number of d6 currently on the table) / VP ∞ .

4. It Slices! It Dices!

Just because, your Kobold takes 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20 slicing damage. If you live, you fall into a large pickle barrel and the vinegar and lemon juice sting you to death!

5. Kobold Motel!

There is something fascinating about that small paper hut on the far side of this room. The smell reminds you of baking baby and warm, soft moss-covered pits. You are drawn to this strange contraption, and crawl inside of it, only to realize that "Kobolds Go In, But They Don't Come Out". Being trapped, you quickly starve to death.

6. Pants on Fire!

You got a little too close to the cook stove, and your pants (or your leg-fur if naked) catch on fire. You take 1d6 damage each turn until roasted golden brown, or you can find a well or other body of water to submerge yourself in - hope you can swim!

THE WRATH OF TORG HORRIBLE DEATH CHART

1. AHKT! (ALL HAIL KING TORG!)

As you turned the corner, you ran into a pack of Kobolds all bowing and scraping. Too late, you realize that you are the only Kobold not bending your knee before his Eminent Immenseness. You were so dumbfounded that you forgot to yell - "ALL HAIL KING TORG!" (Any player that doesn't immediately jump up and shout ALL HAIL KING TORG! takes a check). The King's Guards seize you and haul you off to the stewpots for your insolence. You are dead and your equipment is given to the nearest Kobold. If any other player is in the CAVES it goes to them.

2. Baked Kobold Flambé!

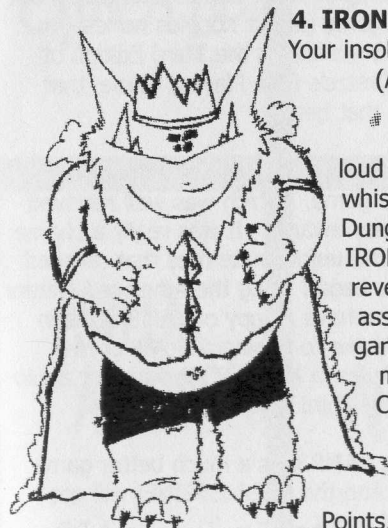
You should have known better. Blah. Blah. Blah. Been more like Bail. Blah. Blah. You can't decide what you hate more, the endless berating of what passes for your character, or the fact that you are slowly being roasted over an open flame, while being doused in a fine brandy. You die a screaming horrible death inflicted from first, second and third degrees burns, followed by bachelors, masters, and PhD degree burns. Your equipment is burned to cinders with you.

3. Wheel of Misfortune!

The click, click, click of the giant wheel used to be a great comfort to you, before you decided to piss off King Torg (ALL HAIL KING TORG!) like that. You're not so fond of the clicking of the Great Wheel; now that it's the sound of YOUR bones snapping each time you spin around and hit the clicker. You die, but any non-armour ITEMS are still useful.

4. IRON KOBOLD!

Your insolence has caught the attention of King Torg (All Hail King Torg!) and that means that you are going to die. In a last ditch effort to save your furry little ass, you announce in a loud voice, "I declare trial by Cooking!" You are whisked away by the guards to the Kitchen Dungeon, where you have to face the skill of the IRON KOBOLD. Roll on the CRITTER CHART to reveal the secret ingredient for the battle, and assume that you have standards like baby broth, garlic, and powdered basilisk eye. You have to make a meal with your ingredients (a COOKING roll at 6 dice). If you fail the roll, your Kobold becomes the secret ingredient in the next IRON KOBOLD KOOKOUT. If you make the roll, you gain 3 Victory Points, and don't die!



5. WRATH OF VOR!

One White and Three, destroy all creatures. Oh, sorry - wrong game. Where were we, oh yeah - you see King Torg's (ALL HAIL KING TORG!) guards rushing towards you. Luckily, you have a heart attack and die before they grab you. You awake in a fiery oven the size of a Kobold Cave, before the Throne of the Big Red God Himself, who seems to be reading a magazine with his Mighty Red Pants about his ankles. "WHO INTERRUPTS THE BUSINESS OF VOR!" (Whomever the Kobold Player Names is immediately struck by KOBOLD HORRIBLE DEATH #5 (page 37). You on the other hand are used as toilet tissue and flushed into the eternal void that gods use as a sewer. Don't even ask about your equipment.

6. FARMAGEDDON! Vor has simple laws, and obeying thy king is number 20 or 21. Your insolence is the straw that breaks the camels back, and Vor has just had it up to here with you and your friends. With a mind-numbing roar, he unleashes the terrible vengeance of the Apocalypse, though only smaller, and concentrates it on you. (Pick an animal from the Critter Chart, and unleash the 4 RED ANIMALS OF THE APOCALYPSE into the game - after they stomp the Kobold that started all this into poo, of course. Optionally, you can choose to begin running a FARMAGEDDON! game right now, stock number 9LG 9007, MSRP \$3.95, available at finer hobby, game, and comics retailers. 9th Level Games thanks you for your patronage!)

NOTES ON THE THIRD EDITION

In the Summer of 1999, Chris O'Neill and Dan Landis had their hearts broken when a certain gaming conglomerate announced the imminent release of a certain Third Edition. At the time, we were planning on releasing a "serious" fantasy role-playing game, and had even demoed it at Origins that year. Over a (very large) number of martinis and dark beers, 9th Level Games accepted a bet that we couldn't create an entire role-playing game (about Kobolds no less) in under 1 month, and sell at least 300 copies. Since this is the Third Edition of Kobolds Ate My Baby! The Original Beer and Pretzels Role-Playing Game, that you are currently reading the fine of, we won that bet.

After moral outcry about the content of our games, and the poor editing thereof, we decided to release a Revised Edition of the game. Which was well received by the press, and garnered a number of industry awards. It was really a shame when they took our Pulitzer Prize away, after the unfortunate fires that ravaged up and down the East Coast, when playtesters began using the Advanced Meteor Strike Live Action Rules! Suffice it to say, if you have a copy of KAMB II, then you should really put it up on Ebay. We would like to apologize to all of the people that were offended by the Alignment Rules in KAMB II, and further apologize that we accidentally reprinted them here in Third Edition.

At the end of the day, or the end of this book, KAMB3E is a much better game than its predecessors, and we hope that you and the BEER ENGINE! will get along swimmingly! **ALL HAIL KING TORG!**

-THE EVIL WIZARDS

THE ALIGNMENT BOARD

AWFUL
HUNGRY

TOO
HUNGRY

CHAOTIC
HUNGRY

AWFUL
CHAOTIC

BLONDE

CHAOTIC
AWFUL

AWFUL
ANGRY

TOO
ANGRY

CHAOTIC
ANGRY

KAMB3E

EDGES

NAME



SKILLS

BOGIES

ARMOUR

OUTFITS

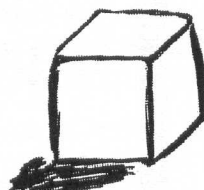
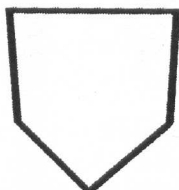
SPELLS

VICTORY POINTS

DRAWN
E
EXTRA
REFLEX

LEFT PAW

RIGHT PAW



KOBOLD HITS ARMOUR HITS COMBAT DICE MOVE!

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ALL HAIL KING TORG!



"My dear little Kobolds, we are having a party tonight, and that means that we need some Babies to eat! King Torg (ALL HAIL KING TORG!) demands that you bring back babies for the feast, or he'll be eating the lot of you!"

In **Kobolds Ate My Baby! Third Edition**, you become Kobolds (short, furry cannon-fodder with a penchant for gluttony and mayhem). Your mission is to steal babies from the nearby towns, so that King Torg (ALL HAIL KING TORG!) can have them for dinner. Along the way you'll learn forbidden magick, battle blood-thirsty chickens, worship The Big Red God, get killed by Random Horrible Deaths™, and cook your friends for dinner!

Completely revised and updated to use the **BEER ENGINE!** Beer and Pretzels Role-Playing Game System, **KAMB3E** is faster, funnier, and easier to use than previous editions. This book has everything that you need to get started, including: kobold generation rules, a quick and easy rules engine, magick spells and other gear that Kobolds have stolen, a starter adventure, and a slew of absolutely ridiculous House Rules!



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