

100 KILLER KOBOLD TACTICS

From the Roll Percentile Series of 100 Lists

"They're small. They're annoying. The town elders agreed to pay us 10 gold pieces per kobold head. I suggested that we needed to think ahead, and so we all purchased extra sacks. In retrospect, it was our arrogance that was our undoing."

- From the Journal of Krill the Mystic



When we are discussing kobolds (or goblins, orcs, or other humanoids that are not blessed with incredible natural powers), the fact remains that in worlds of fantasy containing dragons, undead, fey, and monstrous abominations, they can seem strangely simple and harmless by comparison. This leads to the next obvious question – how do they survive? While some sages might argue that a high rate of reproduction is the key, we all know killing is quick but raising young is slow. So, to survive, the weak need: strategy, tactics and imagination.

This list is intended for any fantasy setting where monstrous humanoids need to develop tricks, traps, strategies, and tactics in order to survive in a hostile world. This list can be applied to a temporary lair, an underground complex, a ruin, or a group of humanoids working together with some level of cooperation. We recommend that the humanoids adopt 1 to 3 rolls on this table (if they are more established in the area, this number can easily double). This roleplaying tool gives you dozens of different ways to add a new dimension of difficulty to the lair that you must defend.

This Roll Percentile list has one hundred possible results in this format:

Roll result: A brief description of the tactic(s) being incorporated by the humanoids.

Example: 101 Treasure Map found (This leads to a fake treasure in the middle of a prepared trap/kill box.)

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1	The tribe has trained a few barbarians / warlords.	51	They contaminate a town water source.
2	They've built sniper positions in the trees.	52	They use nets, gel bags or tar to trap opponents.
3	Some carry smoke bombs and wear goggles.	53	They know common or other odd languages.
4	Set foliage ablaze during the dry months.	54	They trigger a disaster - avalanche, forest fire, etc.
5	Pretend to be drunk so enemy rushes into a trap.	55	Some have trained with two weapon style.
6	Utilize stink bombs or perhaps a pet skunk.	56	Battlefield has puddles of oil they can ignite.
7	Use numbers to harass / exhaust them over time.	57	They interrogate a useful prisoner (local guard).
8	Use snares against the tall / heavy races.	58	They use camouflage for a sneak attack.
9	Use poisoned weapons.	59	They have a built a palisade for cover.
10	Fill an area with tar and set fire to it as a firewall.	60	Some have trained for better weapon skills.
11	Use hostages as human shields.	61	The biggest ones carry heavy weapons.
12	Attack on rainy nights so torches are weaker.	62	Tribe has alchemist(s) to brew potions and elixirs.
13	They drop a few coins or caltrops as they flee.	63	Use burning bushes to limit where they can go.
14	Use rafts / canoes for water barrier to melee.	64	Pretend to be injured innocent and then ambush.
15	The tribe has trained a few rogues / thieves.	65	They have an alliance with local bandits.
16	Craft fake guards as arrow targets.	66	Champion is blessed by their witch doctor / shaman.
17	Train and use mounts for offense and defense.	67	Create a greased / slippery area as an obstacle.
18	Disguise a few typical warriors as shamans.	68	Kobold children to trigger traps or non-combat effects.
19	Attack as a group to grapple / overbear targets.	69	They interrogate a useful prisoner (local noble).
20	Place booby traps in common rest areas.	70	They have a large / strong being as an ally / slave.
21	The tribe has some training in exotic weapons.	71	They use arrow slits and cover to protect archers.
22	Disguise themselves as undead.	72	They train dogs as trackers, guards and defenders.
23	One of them is a lycanthrope.	73	They have a few healing potions at their disposal.
24	Drop stones from overhead in caves.	74	They have hired 1d6 mercenaries to help them.
25	Treasure - cache of drugged wine to be found.	75	The tribe has trained a fire team to use a ballista.
26	Tribe has trained a large beast as a protector.	76	Sneak attack - light armor black clothes and stealth.
27	Disguise a body guard / champion as the chieftain.	77	They charm local guides to lead groups into ruin.
28	Use devices / cantrips to make distracting noises.	78	They have a prisoner who teaches them a skill.
29	Tribe has spies in town gathering intelligence.	79	Extra crossbows loaded for higher rate of fire.
30	Tribe has an alliance with a coven of witches.	80	They disguise some warriors as another local race.
31	Flee into small holes and spaces.	81	Better armor is salvaged from other fallen races.
32	They use flaming (and other specialty) arrows.	82	Tribe has an invisible spy to report enemy actions.
33	Prepare foxholes / trenches in combat zones.	83	The tribe makes powdered pepper to blind enemies.
34	Disguise "kill boxes" as good campsites.	84	They use a wagon like a tank to fire missiles from.
35	Hide wolf / bear traps around their lair.	85	They keep snake pits for an easy supply of poison.
36	Tribe has a shaman or two in it's ranks.	86	They cover archer areas with wet cloth against fire.
37	They keep sentries at water holes, latrines, etc.	87	Classic ambush - a valley with overlook and cover.
38	Tribe has some guardian undead as protectors.	88	Tribe has converted a huge beast into battle vehicle.
39	Pour out sacks of rattlesnakes from above.	89	Tribe has an illusion object that makes mirror images.
40	Drop garbage, waste, dirt, etc. from above.	90	Chieftain is a champion fighter with high skill.
41	They build fake hollow boulders to hide in / under.	91	Tribe has a cache of scrolls containing attack spells.
42	They use shield walls in their defense.	92	Tribe has a trap - rolling boulders on a slant.
43	Archers are trained to focus on only a few targets.	93	Tribe throws containers of tar—sticky & burns well.
44	The tribe use magic to create mist or fog.	94	Some hide in the water using reeds / bladders for air.
45	They use fire / noise makers to scare mounts.	95	Hidden pit of water (escape tunnel under waterline).
46	They attack camps at night and target sentries.	96	Hidden tripwires trigger capture / alarm traps.
47	They make gunpowder as an explosive weapon.	97	Tribe uses long weapons - set for a charge.
48	They use long range weapons to limit melee.	98	Chieftain or Shaman has a magic mind reading item.
49	They have access to flight by magic or glider.	99	Tribe caves hold toxic fungi (kobolds are immune).
50	There are sorcerer(s) in their tribe.	100	Tribe has minor illusions to disguise a kobold.

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