

## WHAT THE HECK IS A KOBOLD?

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

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



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

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

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

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

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



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

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



### **THE KOBOLD HORRIBLE DEATH RECORD**

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

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



