



d30 Kobold Encounters

KOB1: KOBOLD ENCOUNTER VARIATIONS

Roll Group Background/Description

1	ambush: hiding in tree branches; will attempt to drop, grapple, and stab*
2	ambush: hiding in hollow trees; will throw darts during first round, then leap out to attack
3	ambush: underground burrow system allows them to disappear and reappear (surprise each time they emerge)
4	ambush+traps: rockfall traps (stones roll downhill doing 2d6 to all in path)
5	ambush+traps: tree trunk pendulums (ropes cut, trunks swing down, doing 2d10 on successful "to hit" roll)
6	ambush+traps: darts flung from trees via "spring" system
7	ambush+traps: deep "foxhole" pits (1d3x10' deep each)
8	ambush+traps: dry brush/ground cover + kerosene fire bombs (those caught in flames take 1d6 per round)
9	ambush+traps: nets dropped from above
10	ambush+traps: spiked pits (do 2d6 to all falling in)
11	ambush+traps: spikes under ground cover (do 1d3 each; 1-in-3 chance to reduce movement to half normal)
12	ambush+traps: tree snares (those caught in snare will dangle upside down until loosed)
13	adventurers (the last of their tribe, seeking new lives for themselves)
14	executing tribe member for laziness
15	hauling captive otyugh back to lair (to be for garbage disposal)
16	hauling captive creatures back to lair to torture them
17	hauling captive halflings back to lair to use as slaves
18	heading home with several gnome heads in tow (from recent victory)
19	hunting for gnomes known to be in area
20	hunting for vermin as food (1-in-3 chance 1 giant type is also present, e.g. 1 giant rat, 1 giant skunk, etc.)
21	older kobolds schooling younger kobolds in the crafting/setting of traps
22	protecting lair entrance (variety of traps are also set throughout the area)
23	patrolling area riding dire rats (protecting it from trespassers/aggressors)
24	setting traps to capture travelers/passers-by
25	setting traps to protect lair entrance
26	surveying area for tactical advantage (from trespassers/aggressors)
27	torturing recently captured creature (1-in-3 chance creature=gnome)
28	transporting gongs, drums, horns (from recent raid) to be used as warning devices in lair
29	transporting load of ore to lair (to be forged into weapons)
30	"worshipping" larger/stronger monster (that will fight at kobolds' sides)

* kobolds will always also be armed with daggers, regardless of result on **KOB3**

KOB2: NUMBER APPEARING

		Base Number	+Kobolds	Leaders/Guards*			
Roll on d30	1	2	3	4	5	+1d2	—
	6	7	8	9	10	+1d3	—
	11	12	13	14	15	+1d5	+1 leader
	16	17	18	19	20	+1d6	+1 leader, +1 guard
	21	22	23	24	25	+1d10	+1 leader, +2 guards
	26	27	28	29	30	+1d15	+1 leader, +2 guards

* leader and guards fight/save equal to goblins w/ 4 hp

KOB3: ARMS AND LANGUAGES SPOKEN

1s Digit: Arms

1	short sword, javelin
2	short sword, spear
3	short sword, dagger
4	short sword
5	axe
6	axe, spear
7	spiked wooden club
8	spiked wooden club, javelin
9	javelins (2-3)
0	spear

10s Digit: Languages

1-10	kobold only
11-20	kobold, goblin
21-30	kobold, goblin, orcish