

Kobolds Ate My Baby!

An Original Adventure

CARNIVAL OF TERRIERS

§ BY §
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Mayor's Notes: *will be in gray italics, do not read these parts to the victims-er-players.*

Synopsis -Humans have begun to invade the valley adjacent to the Kobolds' cave. Their sinister purpose? A summer carnival! Rides! Food! Games! Fun! Of course King Torg (All Hail King Torg!) believes it's an invasion force and sends the team out to spy/infiltrate. Will our 'heroes' be smart enough to figure out the truth? Will they care? Will they make it back alive? And what about the babies?

Lame Intro - For whatever reason [at least one Kobold should Speak Human, you may also wish to give the party a Ring of Human Speaking] you have each attracted the attention of King Torg's (All Hail King Torg!) boot-lickers and baby-polishers, and after all the excitement earlier today of kobold scouts bursting through the caves, yipping all the way to King Torg's (All Hail King Torg!) private chambers, you've been 'invited' to a meeting with King Torg (All Hail King Torg!). As you are seated at the Great Buffet Table and Salad Bar, King Torg (All Hail King Torg!) paces nervously in front of his Chicken Bone Throne. "I have grave news. My scouts have reported a large human camp being established in the valley to the east of our cave. We have to assume they are preparing for war." King Torg (All Hail King Torg!) stops to pick at his plate of chicken surprise, but does not eat! This IS serious!

"So I want you to spy on the camp, we have some disguises for you to help you blend in and find out the humans' intentions. As long as one of you can make it back to the cave with a report on the humans' plans, the clan will be better prepared to face this onslaught! And if you also bring me back a baby or two to settle my stomach, you will be greatly rewarded!"

The New Charts - King Torg's (All Hail King Torg!) number one toady, Worntongue, takes the Kobolds to the main cave to some piles of clothes guarded by a couple of seasoned (but not literally covered in seasoning) veterans. Have each Kobold roll once on

each of the three disguise tables. They'll have to figure out how to put their own disguises together, have them make ego checks if they get too clever or try to do any trading to make their disguises make 'sense'.

HATS

CLOTHES

ITEM

ROLL	DESCRIPTION	HITS	SPEC	ROLL	DESCRIPTION	HITS	SPEC	ROLL	DESCRIPTION	DAM	SPEC
2	POT HELMET	10	+COOK	2	CHAIN SHIRT	10		2	BATTLE AXE	3	
3	FEATHERED CAP	2		3	GREEN LEATHER	8	+HIDE	3	SHORT BOW	1	+ARROWS, -BIG
4	LEATHER CAP	3		4	LEATHER APRON	8	+BACKPACK	4	HAMMER	1	+USEFUL
5	POPE HAT	3		5	FANCY ROBES	6	-BULKY	5	HOLY SYMBOL	1	-BLASPHEMOUS
6	BELLED HAT	2	-NOISY	6	CHECKED TIGHTS	3	-IN HEAT	6	3 BALLS	1	+THROW, +JUGGLE
7	EYE PATCH	0	-MONO VISION	7	PIRATE SHIRT	2		7	CUTLASS	2	
8	FLOWER	1	-NICE SMELL	8	GRASS SKIRT	2	+HIDE	8	COCONUT BRA	0	+SLING
9	CLOTH CAP	1		9	STRIPED TIGHTS	3	-IN HEAT	9	LUTE	1	+BARD
10	BLONDE WIG	1		10	DRESS	3		10	MILK BUCKETS	2	-BIG
11	RAINBOW WIG	1		11	BAGGY PANTS	1	-BULKY, +POCKETS	11	SQUEEZE HORN	0	-ANNOYING
12	BABY BONNET	0	-SMELL LIKE BABY	12	DIAPER	1	-SMELL LIKE BABY	12	RATTLE	0	-NOISY, +SOOTHES

NEW ITEM +EDGES AND -BOGIES:

-ANNOYING: When this item is in use everyone in the same and adjacent squares must make an ego roll (1die for every turn the Kobold uses the item), or they attack the annoying Kobold.

-BLASPHEMOUS: Vor, the big red god, will suffer no Kobold to worship any other god. Every time the Kobold uses this item they must roll 2d6, on a 9 they will suffer the wrath of Vor! (Consult the outside horrible death chart entry number 9).

+HIDE: Kobold gains a bonus die when attempting to sneak in forests or grasslands.

+JUGGLE: Kobold can hold three items at once. May attract a crowd (1d6 people).

-MONO VISION: Kobold loses all depth perception and gains a penalty die on all ranged attacks.

+NICE SMELL: This over rides the effects of the -foul smell bogie when in the same square as the afflicted Kobold.

-NOISY: Kobold gains a penalty die for all sneak rolls while holding the item.

+POCKETS: It's like having two extra hands! For items the same size as, or smaller than an apple only.

+SLING: This item doubles as a sling. When outside the Kobold can scrounge 1d6 stones per turn. Each stone does 1 dam.

+SOOTHES: This item can be used to sooth a crying baby.

After all of the Kobolds are equipped, it is time to leave the cave and head for the valley.

OUT OF THE CAVE! - King Torg's (All Hail King Torg!) number one toady Wortongue leads you to the mouth of your cave, and points to the chicken bone strewn path that leads over the crest of a hill. "Follow the 'Path of Feasts' over yon hill, and into the valley beyond. There you will find the human camp. Be sure to stay in your disguises so the humans don't discover your tricks. They would slaughter you, but worse, they could follow your trail back to the cave, and kill us all! Move quickly now! Lest Vor strike you down for your cowardice, or King Torg (All Hail King Torg!) devourers you for supper!"

As you move beyond the mouth of your cave you cannot help but pause and contemplate how grownup you've become. It seems like just yesterday you were weened from your mother's teat (it was actually the day before), and here you are now heading outside the cave, and into the great big world! Wortongue yells, "I said get going! And don't forget the babies!" Wortongue throws a rock (1 dam) at the group striking a random Kobold.

OVER THE HILL! - Moving to the top of the hill, you peer over and see in the last fading light of day the deep valley between this your hill, and the hill across the way to the east, known as "The Other Hill." To the north The Mountain rises to the clouds, and to the south is The Road. South of The Road is the human village, most of which now seems to have moved north into the valley bellow. Tents large and small dot the grass lands, as well as shacks and strange wooden contraptions, undoubtedly war machines of some sort. Lanterns and watch fires are being lit, and the sounds of many people drift up to you from below. As do the smells of cooking and roasting and broiling and sautéing and baking and boiling and frying and all Kobolds must make a 1 die ego roll to avoid drowning in their own drool.

INTO THE VALLEY OF DARKNESS! -

THE RANDOM CHART OF VALLEY ENCOUNTERS OF RANDOMNESS! -Use this chart to spice up the game when things bog down! Roll 2d6, or pick out one you like, and throw it the Kobolds' faces! (PG# calls refer to KAMB! Super Deluxx Edition.) If the Kobolds are specifically looking for a baby, have them roll on the chart then subtract their luck from the roll.

ROLL	DESCRIPTION	B	E	E	R	AGL	HITS	SKILL	GEAR	VP
2	MOTHER AND BABY	8	12	7	15	4	8	FAST	STROLLER	2
3	SAUSAGE VENDOR	10	8	12	9	3	10	COOK	CART(3)	3
4	COTTON CANDY VENDOR	7	10	9	9	3	7	COOK	FOOD	2
5	CUSTOMERS (1D6)	8	8	5	8	2	8	-MARK	MONEY	1 EA
6	RANDOM ANIMAL (PG 37)									
7	DRUNK	6	8	9	4	1	6	BUDDY	BOOZE(PG19)	1
8	CIRCUS CLOWN	5	9	15	6	2	5	BARD	BALOONS	1
9	TOUGH KIDS (1D6)	6	12	18	6	2	6	STEAL	KNIVES(2)	2 EA
10	CARNY WORKERS (1D2)	14	7	12	12	3	14	ATHLETE	HAMMER(3)	5 EA
11	MIME	8	16	10	14	4	8	MIME -ANNOYING	NONE	4
12	JOUSTING KNIGHT	15	6	9	15	4	15	RIDE	LANCE(4) HORSE	6

RANDOM CHART -BOGIES AND +EDGES

BUDDY: You can make anyone your buddy on a successful extraneous roll. The difficulty is the target's cunning. If successful target now believes you to be his bestest buddy in the whole world, and will do any actions you wish him to unless the target can make a 4 die ego check.

-MARK: There's one born every minute, and you're him! Anyone attempting to put one over on you -be it stealing, lying, hiding, whatever- gets a bonus die to do so.

MIME: Target must roll an ego check vs your cunning or she will believe you really are trapped in a box, pulling a rope, walking against a strong wind, eating a delicious meal, or whatever else you pull out of you mime hat. Mimes are -annoying as long as they are miming.

A. CARNY WAGONS

WAGONS(EXTERIOR) - A pawful of brightly colored wagons are parked here. They are painted with scenes of incredible horror: humans battling dragons, humans lifting huge stones, half-human half-beasts, rainbows and smiling suns (obviously a human god, overseeing the battlefield, pleased with the blood spilled in his name!) An equal number of horses are tied to a nearby tree. Some humans are sitting at a fire (they must be on guard duty), and it smells like they are coking some sort of stew.

CARNIES(3) - B:14 E:7 E:12 R:12 / AGL:3 / FISTS 2 DAM /ATHLETE / VP:5

HORSES(3) - B:12 E:4 E:2 R:5 / AGL:2 / KICK 2 DAM* / BASH / VP:5

[*HORSES KICK BACK AT DOUBLE DAM, AND KNOCK THE TARGET BACK 10FT.]

WAGONS(INTERIOR) - Each wagon strongly resembles the others [*so much so on an odd roll by the Mayor the Kobolds enter a wagon they've already been in*]. They each contain four bunks, and some locked[*2 die difficulty*] cabinets [*with Spices, a bottle of beer, and 5 coins.*]

B. CIRCUS TENTS

ALL TENTS(EXTERIOR) - A number of smaller tents surround one large tent. There are humans walking around, but even more standing in lines outside of the tents especially the big one. This could be the barracks of the army, or the recruitment center, or the mess hall YUM! Some humans are pushing around carts and singing songs and handing out food to whoever stops them. Others are performing great feats of magic: summoning beasts from thin air or their headgear, growing foliage in an instant, and even weaving endless streams of silken fabric without a loom.

1. FORTUNE TELLER'S TENT - Outside this tent is a wooden sign of a giant eye with rays of power shining out from it. Inside a woman sits at a small cloth covered table with the biggest eyeball you've ever seen sitting on top of a small stand. The woman smiles at you, and beckons you to take the seat opposite her. "For one coin I will answer one question. Mistress Cellia sees all!"

MISTRESS CELLIA - B:5 E:15 E:14 R:5 / AGL:2 / HITS:5 / LACKEY / CRYSTALL BALL + SPELL PAGE / VP: 5

2. FREEK SHOW - Outside this tent the wooden sign is decorated with pictures of strange looking humans, one with as much fur as Kobold, another with two heads, and yet another with limbs twisted to look like a pretzel. Yum! Pretzels! Before you can enter the tent a human taking cover behind a wooden box begins to shout at the gathered crowd. "Yes ladies and gentlemen! For just one coin you can view the most horrifying mistakes ever created! Mother Nature herself wept with pity upon the birth of these hideous creatures! Call it chance, or call it fate, but these barely human beasts survived torment, mocking, anger, and violence all so that for the low price of a single coin you may look upon them tonight and despair! Now who dares be the first to enter and lay eyes upon things even a mother could not love? You sir? Madam? That's right just one coin and all the horrors of the world are yours!"

Inside the tent it is divided into chambers by hanging cloths. First is Chambo The Wolf Child, who will snarl and bark at passer bys. To a Kobolds ears this will sound like: "Me like pet chicken pulley wagon. Goblins mix cake with monkey tails." Any attempt to

Speak to Chabo in Kobold will result in a carny pushing the Kobold along and telling her not to spoil the show. In the next chamber is a human with two heads. The crowd laughs as it attempts to eat a buttered ear of corn pulled from a giant pot of same in front of them. [*-Hungry Kobolds have a 4 die difficulty in this area to stop from grabbing the corn. The same holds true in the next chamber when the contortionist twists herself into a pretzel shape.*] In the next chamber, Rubina, the contortionist twists herself into various shapes a wheel, a triangle, a star, and a pretzel. As Rubina's show ends another carny tells the crowd they can exit now, or for the price of another two coins they can see The Geek. "Now I'm not even sure you can call The Geek human, he wallows in his own filth, never wears clothes, and eats chickens raw. Only the bravest should go back there and only if you have a stomach of iron!" The Geek is just as advertised, a human wallowing in the mud, naked, and wrassling a chicken. When the carny gives a signal The Geek bites the head off the chicken [*1 die ego roll for all Kobolds watching, or they try to eat the chicken.*] The Geek then screams and chases everyone out of the tent.

3. FIRE EATER'S TENT - The sign outside this tent shows a human either breathing fire like a dragon, or more likely eating his food before it's had a chance to cool down. Either way these humans are getting more impressive by the minute. Another man stands in front of this tent barding up the exploits of Feugo the fire eating man. And you can't get past him without giving him a coin. Inside Feugo, who must be half dragon, proceeds to repeatedly eat and spit out fire. What a weapon of war, good thing there's only one of him! He is being assisted in his training by a lovely half-elven woman in a chain mail one-piece. [*Any -IN HEAT Kobolds must make a four die difficulty ego check to abstain from humping the fair maiden's leg, and probably getting flame broiled by Feugo.*]

*FEUGO - B:18 E:9 E:4 R:7 / AGL:2 / HITS:18 / FIRE EATER / BREATHE FLAME
ONCE A TURN - DISTANCE: 2 SQUARES ONE DIRRECTION - DAMAGE:1D6 /
VP:5*

*THE LOVELY MEOWIN - B:8 E:6 E:14 R:9 / AGL:3 / HITS:8 / DEMOLITIONS /
FLASK OF OIL / VP:3*

4. SNAKE CHARMER'S TENT - The sign outside this tent shows a picture of a bard calmly playing his pipe while a deadly snake is poised to strike. Could it be that the humans have learned how to train snakes to fight for them? This is indeed a grim day for Kobold kind.

Once again a barker is taking coins (1 each) as an entry fee, and going on and on about Merismo and the Far East and Deadly Cobras and blah blah blah. Inside the tent is a

large wicker basket and small rug next to it. When the tent is full Merismo will enter, sit at the mat, and begin to play his pipe. After two turns a large cobra will rise from the basket and sway to Merismo's music [*Yes, I KNOW the snake can't hear and is only responding to Merismo's motions, but do you think a KOBOLD could figure that out? Do Ya?*] All Kobolds must make a three die ego check, or fall under the sway of Merismo's charms. Charmed Kobolds will do as Merismo commands for 1 turn after the music stops. But while the music is playing, charmed Kobolds will come forward and dance with the snake.

MERISMO - B:8 E:14 E:16 R:9 / AGL:3 / HITS:8 / FAKIR / FLUTE / VP:3

5. THE BIG TOP - This tent is huge! It dwarfs your cave, and may even be large enough to contain King Torg's (All Hail King Torg!) infinite hunger. Throngs of humans wait in line outside the front flaps listening to not one but two barkers shouting about the amazing show that's soon to take place in the big tent. Every once in a while one or more humans are paraded out front for the crowd. Sometimes they have strange beasts with them! Could this be some sort of gladiatorial ring for the humans?

Inside the tent a giant ring of wooden steps that lead nowhere encircles a cleared part of the floor. A barricade the height of a Kobold surrounds this cleared part of the floor. There is another smaller tent inside the big one across from the entrance. The smaller tent is guarded by a number of human females in gem studded armor. What riches these humans have! Why do they need to invade The Cave? Other humans are moving the crowds around, forcing them to sit on the stairs since no one thought to leave room for chairs. In the ring itself a number of demons with white faces and colorful puffy hair are running around in their pajamas throwing buckets of what might be holy water at on another, but often turns into pixie dust in the air.

Soon the demons clear the floor, and the humans' war leader in his great red coat and large black hat steps forward. Using a magic horn to magnify the sound of his voice he speaks to the crowd that has gone silent in respect for his obvious rank.

"Ladies and Gentlemen! Fun Time Entertainments is proud to present the greatest show your backwater town will ever see!" He continues to speak as humans begin to pour out of the smaller tent some riding horses, some with dire mice the size of dragons! The human beast masters display their skills for the audience. After the horses and dire mice leave the arena - what no blood? - more humans - this time armed with whips - lead out a litter of giant cats. Some of the cats have stripes, and some have hair to rival the demons in puffiness. The cats' masters force them to get their exercise by having them run and jump through rings of wood, some of which had caught fire! Perhaps this was not a gladiatorial pit after all but some sort of investor proposal to raise needed funds for

the upcoming battle.

After the giant kittens a small colorful wagon is wheeled out to the floor. And it must be a wagon of demon summoning because a horde of pajamaed demons pour forth from the cart and fill the floor of the ring. This time their antics are even more frightening as they involve fire, demon dogs, and is that a baby? Are the humans sacrificing their own babies so they can have this demon army fight for them?

As soon as the demons retreat into the far tent, humans wearing the gem-encrusted armor begin flying through the air. They fly from rope swings that hang from the top of the tent to other rope swings. Some of the humans are walking across on ropes strung between the great posts of the tent. Perhaps they have not learned to fly yet? When the great flying wizards and witches a done training the war leader returns and thanks the audience for watching the show, and talks up the other attractions of the war camp. Everyone is then herded out of the tent.

C. AMUSEMENT RIDES

The humans have built two large siege engines here. Many humans are waiting in line to inspect these war machines up close. And the humans guarding them seem to be accepting bribes of these things they call "coins" to even let some humans inspect the machines from the inside. What a great opportunity to learn the humans secrets first paw!

THE TORNADO - This strange contraption appears to be a multi-armed battering ram. It has five great spokes sticking out from the central hub. The hub is made up of a series of gears turned by four large humans. Attached to the end of each spoke is a large wooden cart. The humans who bribed their way in are put in these carts, and then the humans in the center begin cranking the gears. The carts spin around faster and faster, sure to destroy even the stoutest of barricades! *[Any Kobold that rides in The Tornado must have a brawn of 10 or higher, if not he must make a 3 die brawn check or be flung from the ride in a random direction 2d6 squares and take that many hits in damage.]*

CARNIES(4) - B:14 E:7 E:12 R:12 / AGL:3 / FISTS 2 DAM / ATHLETE / VP:5

THE FERRIS WHEEL - This device at first appears to be a giant wagon wheel, but soon you realize it must be a repeating catapult! The inspectors are being placed in the ammo baskets, and the giant wheel is slowly turned by a mule team hooked up to a gear shaft at the bottom. Undoubtedly the mules are whipped into a frenzy during the battle in order to fire the catapult quickly! *[Any Kobold riding The Ferris Wheel with a reflexes of 9 or less must make a 3 die reflex check or fall from the basket at its highest point*

taking 1d6 in damage.]

MULES(3) - B:12 E:4 E:2 R:5 / AGL:2 / KICK 2 DAM* / BASH / VP:5

D. JOUSTING ARENA

Ah! Here's the gladiatorial combat! Between two sets of steps that go nowhere that again appear to be doubling as seats - when will these humans learn to embrace the chair? - knights on horse back charge at each other with lances, while other knights battle it out on foot with swords or maces. Overseeing all of the carnage is a great shack at the far end of the field with a banner that says "Da Mayor" on it. *[Any Kobolds dressed in military gear or carrying a weapon will be assumed to be participating in the jousting tournament. Armed guards will 'escort' said Kobolds onto the field of battle.]*

JOUSTING KNIGHTS(4) - B:15 E:6 E:9 R:9 / AGL:3 / HITS:15 / RIDE / LANCE / DAM:4 / VP:6

FOOT KNIGHTS(4) - B:15 E:6 E:9 R:10 / AGL:3 / HITS:15 / BASH / SWORD OR MACE / DAM:3 / VP:5

DA MAYOR'S STAND - This big shack is guarded by two armed men. Inside the shack is a lot of comfy chairs, humans in those chairs, a mini cooking area with a chef, and one large throne at the front occupied by a handsome/beautiful man/woman *[you're the mayor you figure it out]* dressed in rich finery.

FOOT KNIGHTS(4) - B:15 E:6 E:9 R:10 / AGL:3 / HITS:15 / BASH / SWORD OR MACE / DAM:3 / VP:5

DA MAYOR - B:20 E:20 E:20 R:20 / AGL:5 / HITS:20 / ANY SKILL - HEY YOU'RE DA MAYOR! / KOLBOLD HORRIBLE DEATH CHECKS - HAND 'EM OUT LIKE CANDY TO ANY KOBOLD THAT WOULD DARE ATTACK DA MAYOR!

E. GAMES OF CHANCE

Two rows of open faced wooden buildings line the path here. Many humans are gathered about engaged in some forms of rituals with the owners of the buildings. A large number of the humans' "coins" seem to be changing hands.

RING TOSS - The humans here are engaged in a fertility ritual. The humans stand at the wall, and toss wooden rings onto upright pegs. If a human succeeds in getting a ring completely over a peg she receives a baby. *[It's three rings per coin, and a 3 die reflex check to see if the ring clears the peg. If you want to have them game rigged roll a die*

yourself and only let the Kobold win on an odd roll. The prize is of course a doll, this could confuse or upset some Kobolds.]

ARCHERY COMPETITION - Humans are wasting arrows shooting at circles painted on a wall. But whoever gets an arrow in the little red circle in the center gets a lot of coins from the human in the booth. Whoopee. *[Four die difficulty ego roll to hit the bull's eye.]*

BOTTLE KNOCK DOWN - The human here is being tormented by his fellow humans. Every time the human in the shack sets up a stack of bottles, a human outside the shack throws balls at the bottles! Another human in the shack is selling the balls, and even gives the thrower a dead animal - looks like a baby bear - if they knock down all of the bottles. *[It's only a 2 die reflex roll to hit the bottles, but then The Mayor rolls a d6 to see how many of the bottles actually fall.]*

WHEEL OF FORTUNE - A scantily clad elf babe is standing by a giant painted wagon wheel. And the humans outside her shack are putting coins on different colored squares on her window sill - leaving no room for any pies she might wish to cool there! Yum! Pie! - and then she spins the wheel and takes all of the coins off of her sill. But sometimes she gives some of the coins back to some of the humans. *[Have the Kobolds pick a number between 1 and 10 then roll 2d6 - or 3d6 for a fixed game - and whoever wins gets 5 coins for each one they put in.]*

TIC-TAC-TOE CHICKEN - In this shack is the humans battle planner. At a table in the middle of the shack is a board with nine squares in one big square. A human stands to one side holding some wooden rings and crosses. One chair is at the table, and a chicken sits on the table across from the chair. Humans offer a coin to come up with a better battle plan than the chicken general. The chicken pecks at a square, and the standing human puts a cross there, then the seated human points to a square and the standing human places a ring there. This goes on until the chicken gets three crosses in a row, then the standing human gives it some feed, while the other human leaves in shame. Not having seen a human win you can only assume they would get to eat the chicken if they did. *[Opposed ego rolls will determine the outcome of the game. Any attempt to eat the chicken will give the Kobold a nasty surprise as he realizes he faces Clucky the Dark Rook.]*

CLUCKY - B:6 E:16 E:4 R:15 / AGL:4 / HITS: 6 / BEAK 1 DAM, EGG 2 DAM
+THROW / ATHLETE / VP:5

F. FOOD FOOD FOOD!

Many humans are crowded about these two large shacks, and at the surrounding tables. And that smell! It's food! Delicious, scrumptious, tasty food! Which shack to go to first? And what are these "coins" the chefs insist on getting in order to get food?

GRUBBY'S EATS! - Chicken, cow, pig all your favorites kinda roasted on an open flame. Grubby has a lot of customers so he's cooking that food fast - maybe too fast. *[Any Kobold can pay 1 coin per hit for a meal (the more coins used the bigger the meal), but there is a 1 in 6 chance of the meal causing that much in damage.]*

FREDDY'S FRIED FUN! - Grease, flour, sugar, these are Freddy's secret ingredients to FUN! Whatever you want, Freddy will cover it in batter and deep fry it! Vegetables, meat, small vermin or just the dough, it's your choice! *[One coin will get you something fried and on a stick. The immense sugar rush will cause any Kobold to go into a coma for two turns on a failed 2 die extraneous check. A successful roll will give the Kobold one free action per turn for 1d6 turns.]*

G. THE FRONT GATE

Two large shacks stand on either side of a wide gate. Humans are moving in and out of gate, while some are just standing around handing out pieces of paper for coins. And hey, where did that fence come from? You used to be able to walk right on to the road from the valley, but now there's a fence blocking the way! And it spans the whole valley! The humans must've gotten tired of the Kobolds raiding their village for babies! *[Any Kobold that leaves the fairground, and tries to come back in must either sneak through fence - watched by carnies - or pay at the gate.]*

CARNY - B:14 E:7 E:12 R:12 / AGL:3 / FISTS 2 DAM / ATHLETE / VP:5

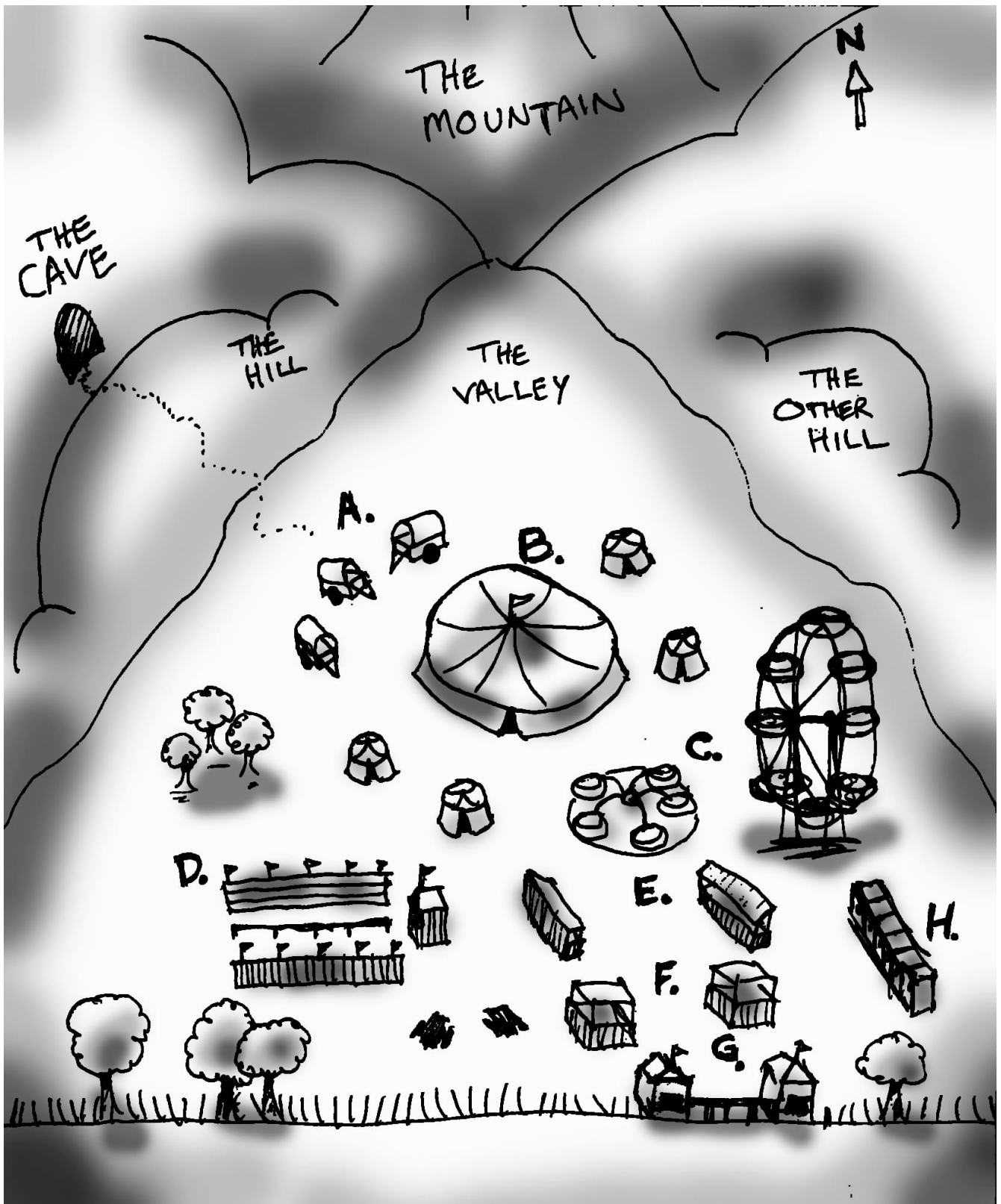
H. LATRINES

A row of small shacks is here far away from the rest of the camp. Each shack has a very long line of humans in front of it, and they all look angry and anxious. Each human seems to spend a lot of turns inside the shack, but when they come out they seem much happier, almost content. Could this be where the humans worship their god Bob? Would it be a sin against Vor to investigate this part of the camp? But weren't you ordered by King Torg (All Hail King Torg!) himself to investigate every aspect of the humans' camp ground? Damned if you do, eaten if you don't! *[Hey it's a bunch outhouses! Have fun with it!]*

WINNING THE GAME!

Any Kobold returning to the cave, and successfully delivering a field report [a 3 die ego roll if it involves more than two items!] will gain 12 VP! Any Kobold bringing back a baby will get 9 VP! If the Kobolds manage to destroy the fairgrounds on their own initiative [no hints from The Mayor!] give them 20 VP to divide among the survivors. Any returning Kobold that fails to give a field report is put in a catapult, lit on fire, and flung at the humans' camp! If a Kobold tries to pass off a doll as a baby, they are tossed in the cooking pot themselves.

THIS IS A FAN WORK, AND NO CHALLENGE TO NINTH LEVEL GAMES TRADEMARKS IS BEING MADE NOR SHOULD BE ASSUMED. CHECK OUT THEIR WEBSITE: <http://www.koboldsatemybaby.com/> BUY THE GAME! HAVE FUN!



THE MAP!