

HARVEST HUMANITY WITH BRUTAL B-MOVIE STYLE IN



DMSGUILD
DIDN'T SAY
"NO" TO
THIS



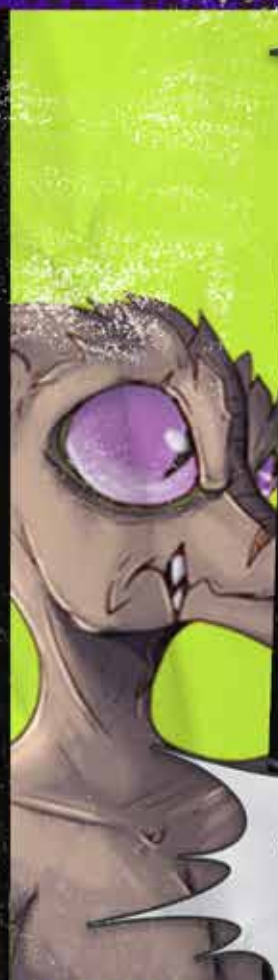
KILLER KOBOLDS

FROM

OUTER SPACE

BY
OLIVER CLEGG

NOT
APPROVED BY
WOTC



THE KOBOLD QUEEN NEEDS
MORE BIOFUEL FOR HER SHIP.
CAN A CRACK SQUAD OF
OVEREQUIPPED, UNTRAINED
KOBOLD HOTSHOTS
SAVE THE DAY?!

**KHOOSE YOUR KHAMPION
KONQUER THE KOSMOS
KICK THE BUCKET**

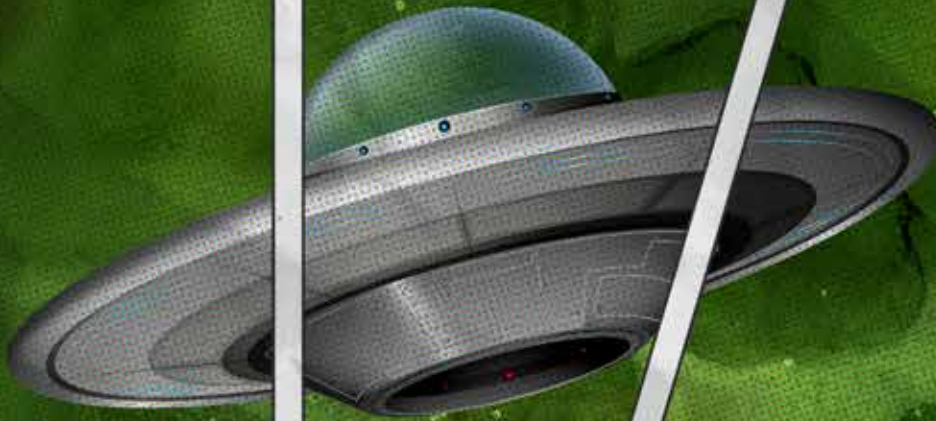
A RAVENLOFT ONE-SHOT ADVENTURE OF EXTRATERRESTRIAL DREAD

No-one knows where the killer kobolds originally hail from. They appear at random places throughout the multiverse, harvesting innocents and destroying towns before vanishing back into the mists. Their attacks are random, but devastating, often leaving towns completely deserted.

KILLER KOBOLDS ARE LIKE ORDINARY KOBOLDS, BUT TWO THOUSAND YEARS MORE TECHNOLOGICALLY ADVANCED. ALAS, ALL THIS ADVANCEMENT HAS DONE NOTHING TO IMPROVE THEIR TEMPERAMENT, AIM OR TABLE MANNERS. KILLER KOBOLDZ COME IN SEVERAL VARIETIES, ALL OF WHICH DISPLAY A DECIDEDLY HOMICIDAL STREAK.



THE KOBOLD SHIP (THE YIPYIPYIP) IS FUELLED BY BIOMASS, SPECIFICALLY THE REMAINS OF MELTED HUMANOIDS. RATHER THAN CULL THE NECESSARY TRIBUTES FROM THEIR OWN RANKS, THE KOBOLDS REFUEL FROM THE CORPSES OF THEIR VICTIMS, WHICH THEY MELT INTO PUDDLES AND COLLECT.



KILLER KOBOLDS FROM OUTER SPACE PLAYS INTO B-MOVIE HORROR TROPES FOUNDED BY GLORIOUS TRAGEDIES SUCH AS *ATTACK OF THE 50-FOOT WOMAN*, *EIGHT LEGGED FREAKS* OR (YES) *KILLER KLOWNS FROM OUTER SPACE*. IT PLAYS ON DARK COMEDY VIBES, AND INVOLVES A GREAT DEAL OF SENSELESS VIOLENCE



FOR THIS REASON, I STRONGLY ADVISE YOU CHECK WITH YOUR PLAYERS BEFORE INTRODUCING THEMSELVES TO THIS MODULE. IF, LIKE ME, YOUR SENSE OF HUMOUR TENDS STRONGLY TOWARDS THE MACABRE, THEN YOU WILL PROBABLY BE FINE, BUT REMEMBER TO USE YOUR SAFETY TOOLS AND KEEP IN MIND THAT VIOLENCE ON THIS SCALE (EVEN WHEN COUCHED IN THE CARTOON COMEDY OF CLUELESS EXTRATERRESTIAL KOBOLDS) CAN BE DIFFICULT FOR SOME.

AND NOW THAT'S OUT OF THE WAY
ON WITH THE SLAUGHTER

PLAYERS TAKE ON THE ROLE OF HIGHLY OVER-EQUIPPED AND GRIEVOUSLY UNTRAINED KOBOLD SOLDIERS ON THEIR ERRANDS FOR THE KOBOLD KWEEN, WHO DEMANDS VARIOUS TASKS OF HER SERVANTS BEFORE THE SHIP CAN TAKE OFF BACK INTO THE MISTS OF RAVENLOFT.

HOW TO PLAY

A GAME OF KILLER KOBOLDS FROM OUTER SPACE IS A RAMPAGE THROUGH THE STREETS EQUIPPED WITH BIZARRE WEAPONRY AND MAD SCIENCE. THERE IS NO MORAL. THERE IS NO CLEVER TWIST. JUST KOBOLDS CAUSING ABSOLUTE HAVOC AND PROBABLY GETTING KILLED FOR THEIR TROUBLE.

THE GAME CAN TAKE PLACE OVER ONE OR MORE SCENARIOS AS A CLUELESS VILLAGE BECOMES THE TARGET OF AN AGGRESSIVE KILLER KOBOLD INCURSION.

STEP ONE: SELECT A SCENARIO

CHOOSE A SCENARIO FROM THE LIST BELOW. YOU MAY INSTEAD CHOOSE TO DETERMINE THE SCENARIO RANDOMLY BY ROLLING A D4

1. FUEL FOR THE ENGINE GOD
2. SCAVENGER HUNT
3. SHANGHAIED
4. KOBOLD KILL KOUNT

[OPTIONAL FINALE: AGAINST THE KWEEN]

STEP TWO: KHOOSE A KHAMPION

BEFORE STARTING A SCENARIO, PLAYERS PICK A KILLER KOBOLD FROM THE ROSTERS IN THIS MODULE. SHOW YOUR PLAYERS THE AVAILABLE KOBOLDS, AND ALLOW THEM TO CHOOSE ONE.

ALL KOBOLDS USE THE BASE TEMPLATE PROVIDED LATER BASED ON THEIR COLOUR. IF A KOBOLD IS EVER DETONATED THROUGH DISPLEASEING THE KOBOLD KWEEN, THEY ARE ATOMIZED AND CANNOT BE SELECTED AGAIN IN THIS PLAYTHROUGH.



STEP THREE: KHOOSE KONTRAPTIONZ

ONCE EACH PLAYER HAS CHOSEN A KOBOLD, SHOW THEM THE KONTRAPTIONZ LATER IN THIS DOCUMENT EACH KOBOLD CHOOSES THREE.

A KONTRAPTION CAN BE USED ONCE IN A SCENARIO BEFORE IT BREAKS OR RUNS OUT OF POWER.

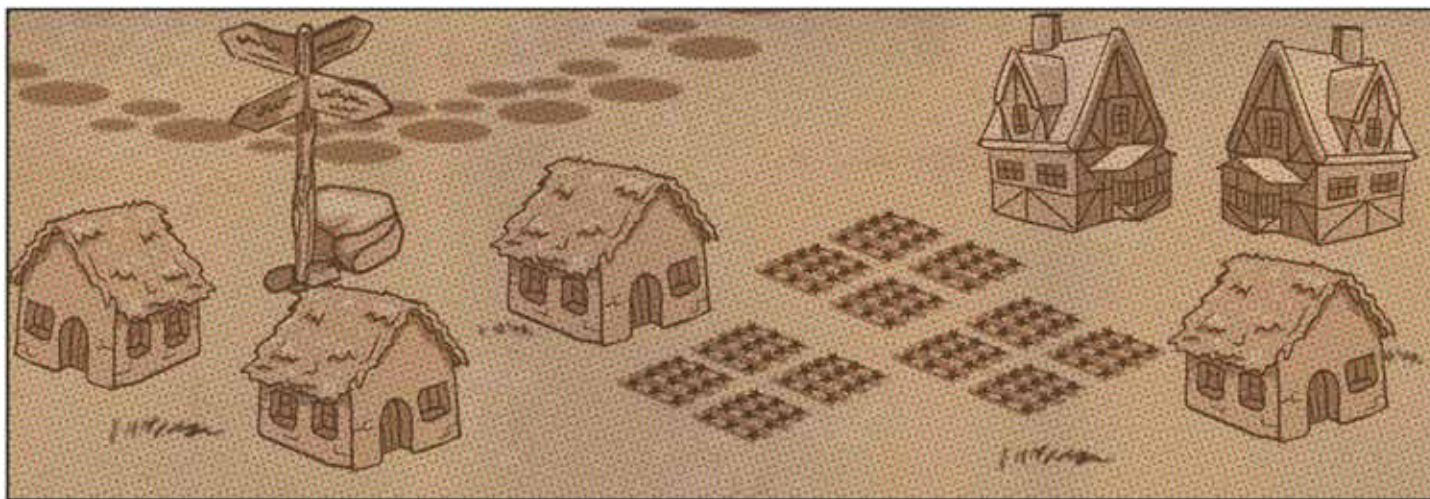
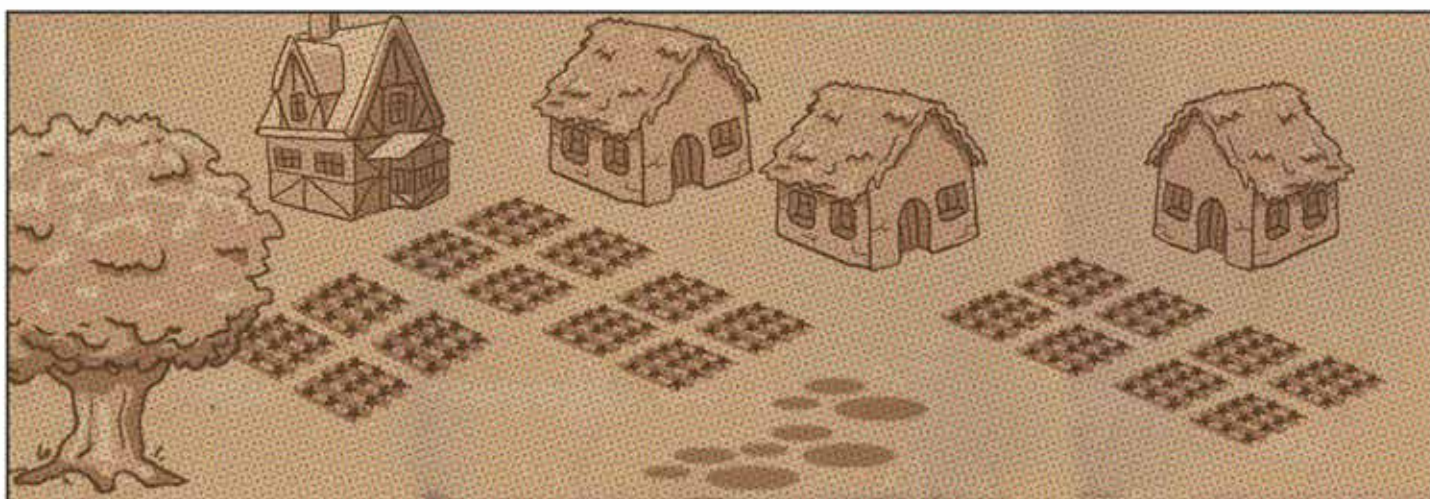
THE GROUP CAN ONLY TAKE A SINGLE INSTANCE OF ANY ONE DEVICE - NO MULTIPLES.

EACH KONTRAPTION IS MARKED WITH EITHER KABOOM, BOING, OOPS, ZAP OR OMG. IF A DEVICE HAS THE SAME MARKING AS YOUR KOBOLD, ROLL A D6 WHEN YOU USE IT. ON A 4-6, YOU RETAIN THE DEVICE AND CAN KEEP USING IT.

STEP FOUR: PLAY

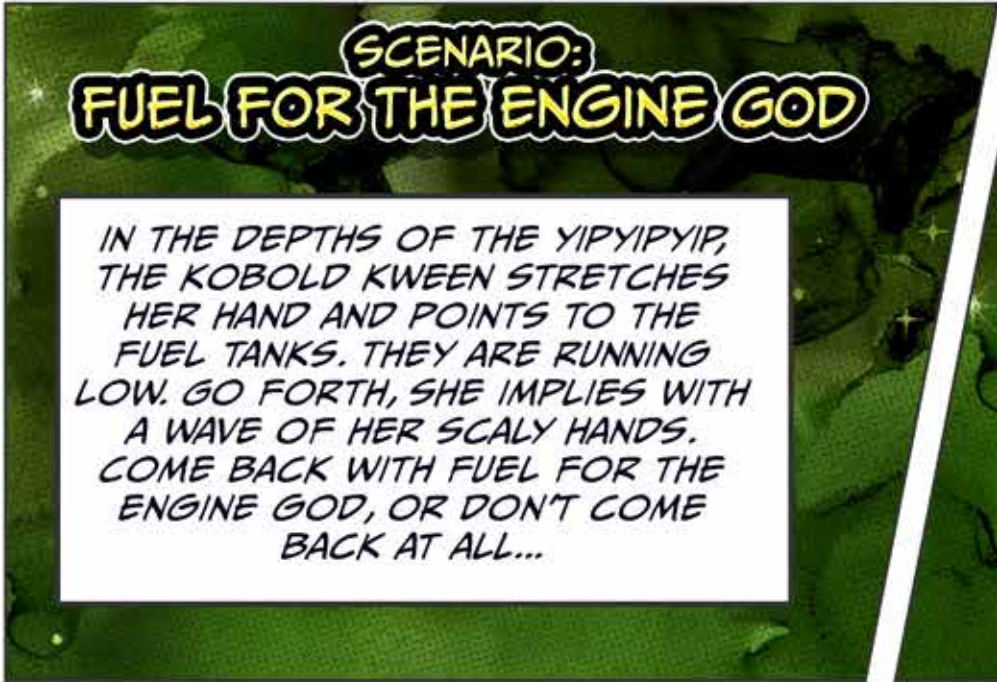
RUN THE ENCOUNTER YOU CHOSE WITH YOUR TEAM OF KILLER KOBOLDS. SOME MAY DIE IN THE COURSE OF PURSUING KOBOLD SUPREMACY, BUT THIS IS A SACRIFICE THE KWEEN IS WILLING TO MAKE. IF A KOBOLD DIES, THAT PLAYER IS OUT FOR THE COUNT FOR THAT SCENARIO

MEANWHILE, IN A QUIET VILLAGE...



THE NUMBER OF HUMAN
COMMONERS IN A HOUSE IS $1D4+1$
THEY DEFEND THEIR LIVES AND
HOMES WITH CLUBS, BUT ATTEMPT
TO FLEE INTO THE NIGHT WHERE
POSSIBLE. ALL HUMANS LET OFF A
WILHELM SCREAM WHEN THEY
PERISH.





SCENARIO: FUEL FOR THE ENGINE GOD

IN THE DEPTHS OF THE YIPYIPYIP, THE KOBOLD KWEEN STRETCHES HER HAND AND POINTS TO THE FUEL TANKS. THEY ARE RUNNING LOW. GO FORTH, SHE IMPLIES WITH A WAVE OF HER SCALY HANDS. COME BACK WITH FUEL FOR THE ENGINE GOD, OR DON'T COME BACK AT ALL...



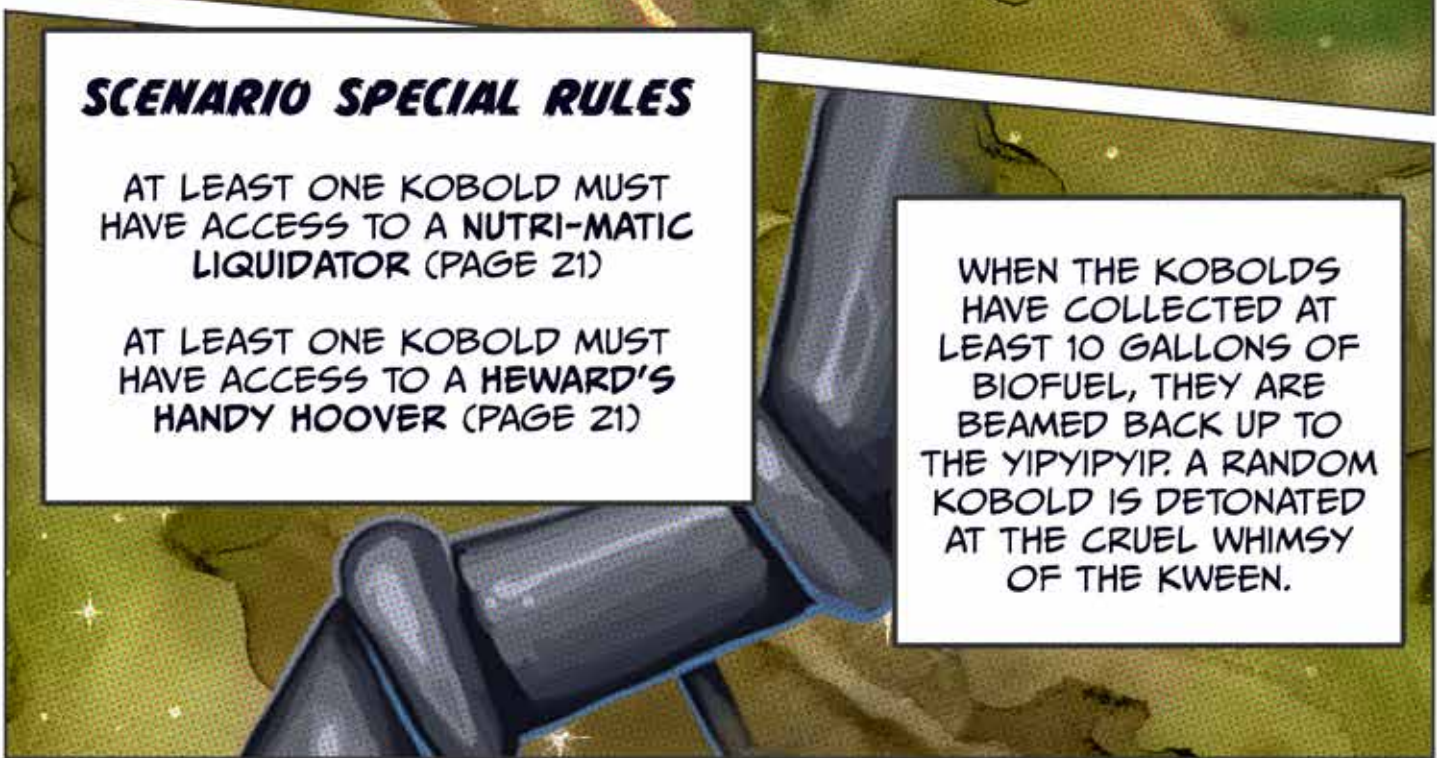
IN FUEL FOR THE ENGINE GOD, THE KOBOLDS ARE SET LOOSE ON THE VILLAGE TO COLLECT BIOFUEL FOR THE SHIP USING THE PATENTED NUTRI-MATRIC LIQUIDATOR (SEE P. 21)

THEY MUST COLLECT TEN GALLONS OF BIOFUEL, WHICH MEANS LIQUIDISING 10 HUMANIDS.

SCENARIO SPECIAL RULES

AT LEAST ONE KOBOLD MUST HAVE ACCESS TO A NUTRI-MATIC LIQUIDATOR (PAGE 21)

AT LEAST ONE KOBOLD MUST HAVE ACCESS TO A HEWARD'S HANDY HOOVER (PAGE 21)



WHEN THE KOBOLDS HAVE COLLECTED AT LEAST 10 GALLONS OF BIOFUEL, THEY ARE BEAMED BACK UP TO THE YIPYIPYIP. A RANDOM KOBOLD IS DETONATED AT THE CRUEL WHIMSY OF THE KWEEN.

SCENARIO: SKAVENGER HUNT

THE KOBOLD KWEEN OPENS HER GIGANTIC MAW, AND EXHALES DREAMS OF SHINY THINGS. SHE WANTS YOU TO FIND HER PLEASING ARTEFACTS OF THIS WORLD. AND QUICKLY, BEFORE SHE GETS HUNGRY. YOU DON'T LIKE HER WHEN SHE'S HUNGRY...

BLEEP
BLOOP
I AM A SAD
ROBOT

THE FOLLOWING SPECIAL OBJECTS ARE HIDDEN IN THE VILLAGE.

- A WONKY SAUCEPAN
- A SHINY BROOCH
- TEN COLOURFUL BUTTONS
- A PET CAT CALLED MITTENS
- A FULL SET OF CAT THEMED CROCKERY

THERE IS A 50% CHANCE THAT KOBOLDS SEARCHING A HOUSE UNCOVER ONE OF THESE "SHINIES" FOR THE KWEEN

SCENARIO SPECIAL RULES

AT LEAST ONE KOBOLD MUST BE A BLUE KILLER KOBOLD, IN ORDER TO CHECK ON THE AUTHENTICITY OF THE SHINIES.

IF THE BLUE KOBOLD PERISHES, THE REMAINING KOBOLDS LOSE THE ABILITY TO TELL WHICH OBJECTS ARE AUTHENTIC SHINIES

WHEN THE KOBOLDS HAVE COLLECTED ALL FIVE SHINIES, THEY ARE BEAMED BACK TO THE YIPYIPYIP. A KOBOLD NOT HOLDING A SHINY WHEN IT ENTERS THE THE YIPYIPYIP IS DETONATED



SCENARIO: SHANGHAIED

THE KOBOLD KWEEN SCREECHES, AND HER MEANING IS CLEAR. SHE WISHES YOU TO OBTAIN MORE SUBJECTS TO BEAR WITNESS TO HER GLORY. BRING THEM TO HER, AND BRING THEM TO HER ALIVE...

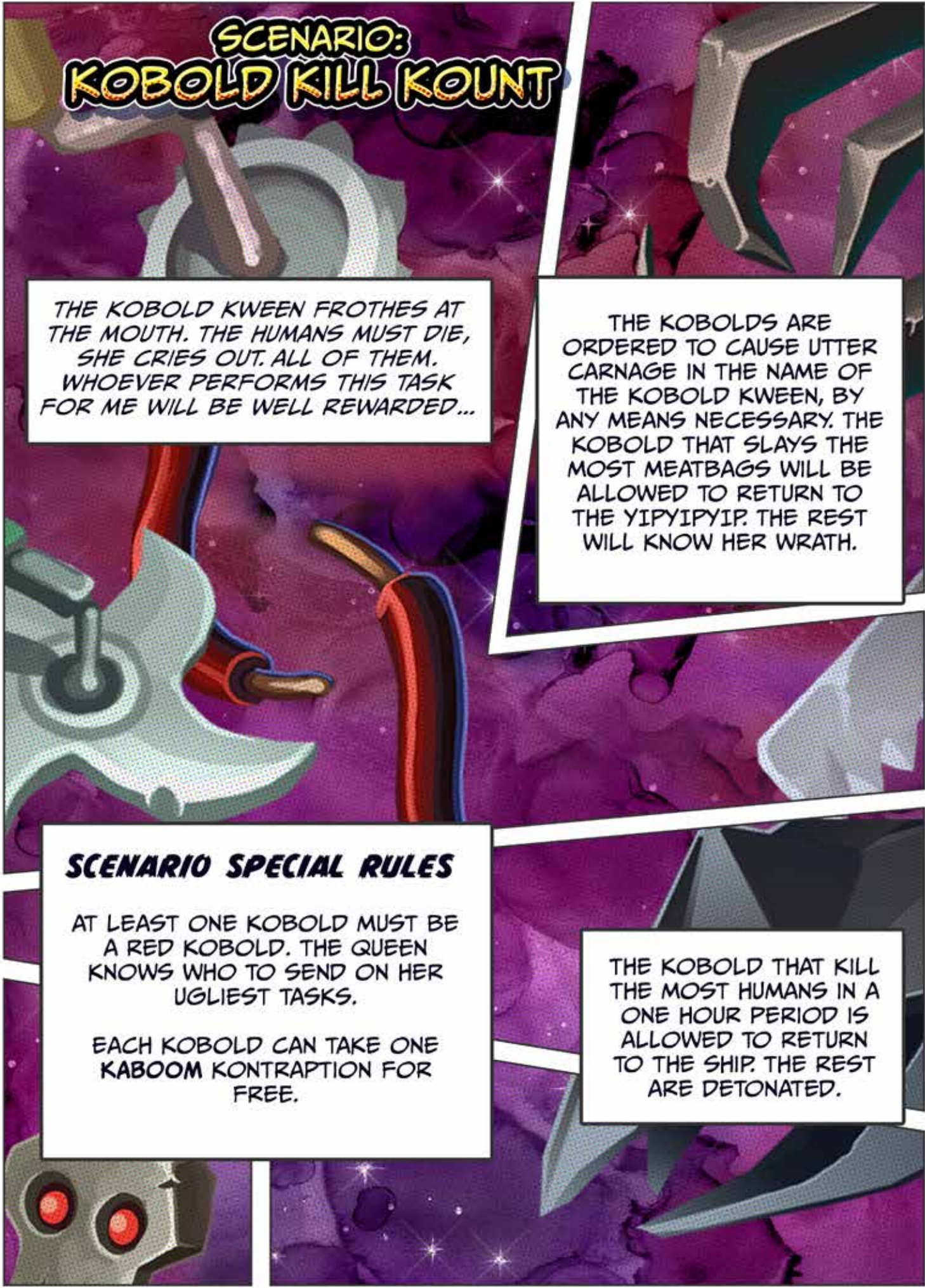
THE KOBOLDS ARE ORDERED TO FETCH FIVE PRISONERS FROM THE HUMAN SETTLEMENT. THE KOBOLD KWEEN WANTS THEM ALIVE, AND ABLE TO SUPPLICATE THEMSELVES WITH APPROPRIATE FERVOUR. THE KOBOLDS MAY DISPOSE OF THE REST IF THEY WISH.

SCENARIO SPECIAL RULES

AT LEAST ONE KOBOLD MUST BE BE IN POSSESSION OF A FARAWAY CAGE

IF THE KOBOLDS KILL SO MANY VILLAGERS THAT THEY CAN NO LONGER MEET THE QUOTA, THEY IMMEDIATELY FAIL THE SCENARIO AND ARE DETONATED.

WHEN THE KOBOLDS HAVE COLLECTED FIVE PRISONERS IN THE FARAWAY CAGE, THEY ARE BEAMED BACK TO THE YIPYIPYIP. THE KWEEN IS ANGRY IF HER NEW AMUSEMENTS HAVE BEEN HARMED, AND DETONATES THE RESPONSIBLE KOBOLDS.



SCENARIO: KOBOLD KILL KOUNT

THE KOBOLD KWEEN FROTHES AT THE MOUTH. THE HUMANS MUST DIE, SHE CRIES OUT. ALL OF THEM. WHOEVER PERFORMS THIS TASK FOR ME WILL BE WELL REWARDED...

THE KOBOLDS ARE ORDERED TO CAUSE UTTER CARNAGE IN THE NAME OF THE KOBOLD KWEEN, BY ANY MEANS NECESSARY. THE KOBOLD THAT SLAYS THE MOST MEATBAGS WILL BE ALLOWED TO RETURN TO THE YIPYIPYIP. THE REST WILL KNOW HER WRATH.

SCENARIO SPECIAL RULES

AT LEAST ONE KOBOLD MUST BE A RED KOBOLD. THE QUEEN KNOWS WHO TO SEND ON HER UGLIEST TASKS.

EACH KOBOLD CAN TAKE ONE KABOOM KONTRAPTION FOR FREE.

THE KOBOLD THAT KILL THE MOST HUMANS IN A ONE HOUR PERIOD IS ALLOWED TO RETURN TO THE SHIP. THE REST ARE DETONATED.

FINAL SCENARIO: AGAINST THE QUEEN

ENOUGH IS ENOUGH.
THE INSANITY OF THE KWEEN MUST
BE STOPPED. IF YOU HAVE THE
ELEMENT OF SURPRISE, YOU MAY BE
ABLE TO STOP HER BEFORE SHE
DESTROYS YOU.

WELP. I
GUESS THIS
IS WHERE WE
DIE.



EVIL SCREECHING
AND SO ON

THE KOBOLD KWEEN HAS THE
STATISTICS OF A YOUNG RED
DRAGON, AND LIVES IN AN
EXTRA-DIMENSIONAL CHAMBER
IN THE BOWELS OF THE SHIP.
SHE IS NOT EXPECTING AN
ATTACK, AND IS QUITE INSANE
BEYOND RECOVERY.

SCENARIO SPECIAL RULES

THE KOBOLDS MAY RAID THE
ARMORY TO CHOOSE AN
ADDITIONAL KONTRAPTION
BEFORE THIS SCENARIO.

THE KOBOLD KWEEN BARELY
DEIGNS TO FIGHT. ON INITIATIVE
COUNT 1 EACH ROUND, SHE
DETONATES A KOBOLD SHE CAN
SEE OR HEAR.

IF THE KOBOLD KWEEN
IS DEFEATED, THE
KOBOLDS ARE FREE
FROM HER TYRANNY. A
RED DRAGON EGG IS
FOUND IN THE CARCASS.
PERHAPS THEY WILL
RAISE IT...WHAT COULD
GO WRONG?

RED KILLER KOBOLDS

RED KILLER KOBOLD

TINY HUMANOID, CHAOTIC EVIL

ARMOR CLASS 12

HIT POINTS 5 (2D6 -2)

SPEED 30FT.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	6 (-2)	8 (-1)	7 (-2)	8 (-1)

SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 8
LANGUAGES DRACONIC

PACK TACTICS. THE KOBOLD HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE KOBOLD'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

GOOEY KABLOOIE. IF A RED KILLER KOBOLD IS REDUCED TO 0 HIT POINTS, IT EXPLODES IN A GOOEY MESS, SCATTERING KOBOLD ENTRAILS OVER EVERY CREATURE WITHIN 5 FEET OF IT. ANY CREATURE WITHIN 5 FEET OF THE KOBOLD WHEN IT EXPLODES MUST MAKE A DEXTERITY SAVING THROW (DC9) OR TAKE 2 (1D4) FIRE DAMAGE, HALF ON SAVE.

RED KILLER KOBOLDS ARE WILD AND DANGEROUS, PREFERRING TO TURN PEOPLE TO SOUP FIRST AND ASK QUESTIONS LATER. THEY HAVE A WORRYING AFFINITY FOR EXPLOSIVES, WHICH IS CAPPED BY THEIR GORY, HIGH VELOCITY DEATH SEQUENCES.

RED KILLER KOBOLDS CAN RARELY BE CONVINCED TO TAKE ON MISSIONS ANY KONTRAPTION THAT DOES NOT EXPLODE, DETONATE OR OTHERWISE FULMINATE IN SOME SPECTACULAR FASHION.

PERHAPS THE GREATEST TRAGEDY OF A RED KILLER KOBOLD'S EXISTENCE IS THAT THEY WILL NEVER WITNESS THEIR OWN EXPLOSIVE DEATH DISCHARGE, SOMETHING OTHER KOBOLDS APPRECIATE WARILY FROM A DISTANCE WHILST NOT INVITING THEM TO PARTIES.



BLUE KILLER KOBOLDS

BLUE KILLER KOBOLD

TINY HUMANOID, CHAOTIC EVIL

ARMOR CLASS 12

HIT POINTS 13 (3D6 +3)

SPEED 30FT.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	12 (+1)	8 (-2)	8 (-1)

SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 8
LANGUAGES DRACONIC

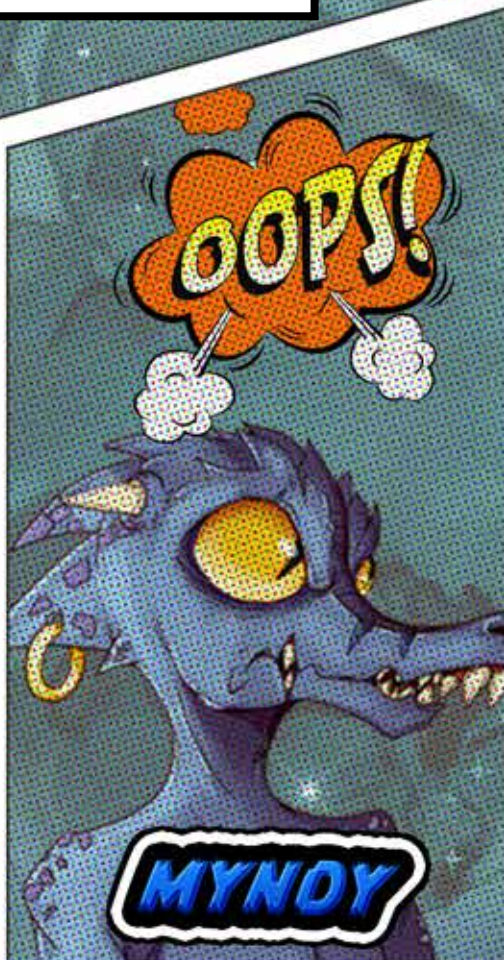
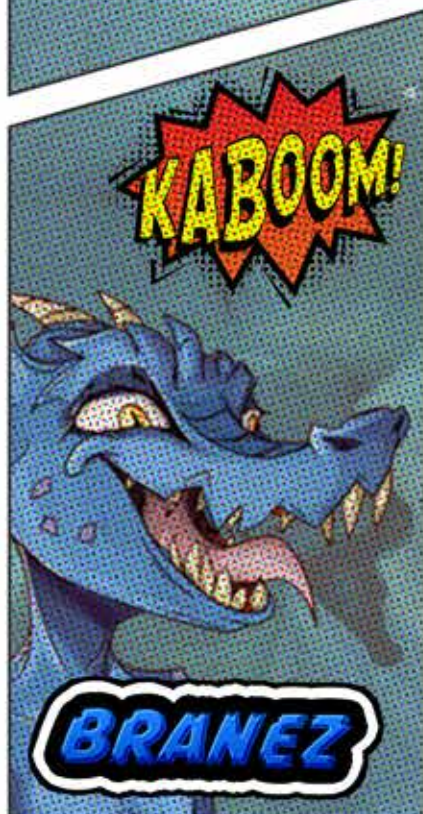
PACK TACTICS. THE KOBOLD HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE KOBOLD'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

STAND BACK, I MUST SCIENCE (1/SCENARIO). THE KOBOLD ATTEMPTS TO MANIFEST A KONTRAPTION OF THEIR CHOICE. THERE IS A 50% CHANCE THEY OBTAIN THE KONTRAPTION. THERE IS A 30% CHANCE THEY GET A KONTRAPTION OF THE DM'S CHOICE. THERE IS A 20% CHANCE THE KOBOLD EXPLODES AS PER A FIREBALL SPELL CENTRED ON THEIR LOCATION.

BLUE KILLER KOBOLDS, OR BLUEBOLDS, ARE THE TINKERERS AND MECHANICS OF AN INVASION FORCE. THEY CAN OFTEN BE FOUND STEALING TECHNOLOGY FROM HOUSES, BULLYING BROBOLDS OR POKING HUMANS WITH SPOONS TO SEE HOW THEY REACT.

IF THREATENED, THEY SCREAM, THROW HIGHLY DANGEROUS ELECTRICAL DEVICES, OR EXPLODE, DEPENDING ON SUBTLE VARIATIONS IN THE WEATHER, THEIR BOWEL HEALTH AND A HOST OF OTHER HIGHLY UNPREDICTABLE VARIABLES.

IF UNDER PRESSURE, BLUEBOLDS SOMETIMES ATTEMPT TO MACGYVER KONTRAPTIONZ ON THE FLY, WITH MIXED RESULTS. "MIXED", IN THIS CONTEXT, REFERS TO THE STATE OF THEIR BODILY ORGANS WHEN THE DUST CLEARS.



GREEN KILLER KOBOLDS

GREEN KILLER KOBOLD

TINY HUMANOID, CHAOTIC EVIL

ARMOR CLASS 12

HIT POINTS 13 (3D6 +3)

SPEED 35FT.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 8
LANGUAGES DRACONIC

PACK TACTICS. THE KOBOLD HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE KOBOLD'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

INVISIBLE. THE KOBOLD IS INVISIBLE. IT MAY CHOOSE TO USE THIS POWER TO DEFECCATE ON ANYTHING THAT ISN'T NAILED DOWN, OR IT MAY NOT.

GREEN KILLER KOBOLDS, OR GREENBOLDS, ARE THE STEALTHY ELITES OF A KILLER KOBOLD INVASION FORCE. IF ONE IGNORES THE CLUMSY SOUNDS, THE CONSTANT HEAVY BREATHING AND THE EVER-PRESENT STENCH OF FAILURE THEY MIGHT EVEN BE GOOD AT IT.

IN TENSE SITUATIONS, THEY OFTEN USE THEIR INNATE INVISIBILITY TO HIDE IN BUCKETS, TOILETS, DRAINS AND OTHER RATHER UNATTRACTIVE LOCATIONS.

GREEN KILLER KOBOLDS FAVOUR KONTRAPTIONZ THAT MAKE USE OF THEIR SUPERIOR STEALTH ABILITIES, BUT OFTEN FIND THEMSELVES INADVERTENTLY IN THE BLAST ZONE OF FRIENDLY DEVICES. MORE GREEN KOBOLDS DIE TO FRIENDLY FIRE THAN ANY OTHER CAUSE.



BROWN KILLER KOBOLDS

BROWN KILLER KOBOLD

TINY HUMANOID, CHAOTIC EVIL

ARMOR CLASS 12

HIT POINTS 13 (3D6 +3)

SPEED 30FT.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

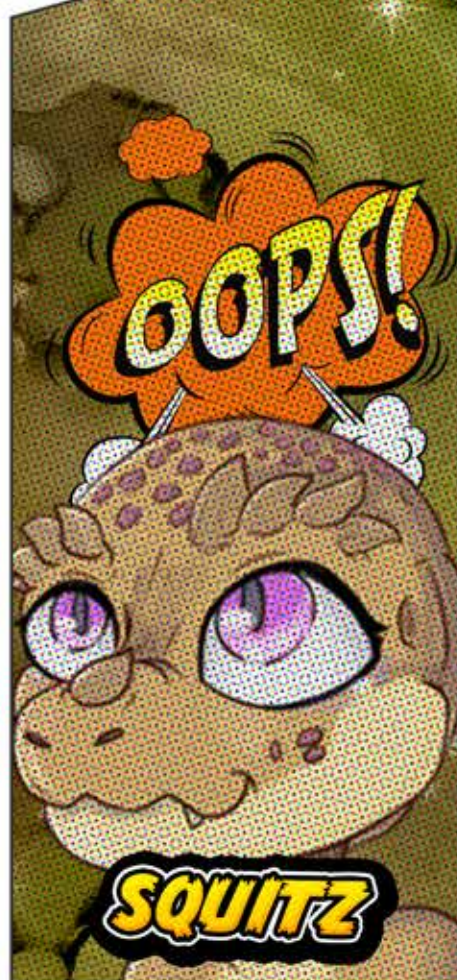
SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 8
LANGUAGES DRACONIC

PACK TACTICS. THE KOBOLD HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE KOBOLD'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

REGENERATE. A BROWN KILLER KOBOLD REGAINS 1 HIT POINT AT THE START OF ITS TURN. IF IT TAKES FIRE OR ACID DAMAGE, THIS TRAIT DOES NOT FUNCTION UNTIL THE END OF ITS NEXT TURN.

BROWN KILLER KOBOLDS, OR BROBOLDS, ARE THE BIOMASS COLLECTORS AND CURATORS OF ANY KILLER KOBOLD INVASION FORCE. THEY WORK INSIDE A KILLER KOBOLD VESSEL TO REFUEL THE SHIP WITH BIOMASS HARVESTED FROM LIVING ORGANISMS, AND ALSO MANAGE THE INCUBATION OF MORE KILLER KOBOLDS IN VATS ON BOARD THE SHIP. THIS ABILITY EXTENDS TO CLONING KOBOLDS, WHICH IS HOW THE COLONY "SURVIVES" THEIR VARIOUS EXPEDITIONS.

UNIQUE TO BROWN KILLER KOBOLDS IS THEIR ABILITY TO REGENERATE THEIR OWN FLESH. WHILST IT WOULD BE VERY DIFFICULT TO ACT IN GREATER DISREGARD FOR THEIR WELLBEING THAN THEIR PEERS TO ANY MEANINGFUL DEGREE, BROBOLDS ARE THE MOST LIKELY TO EMERGE FROM THESE SCENARIOS IN ONE PIECE.



GREY KILLER KOBOLDS

GREY KILLER KOBOLD

MEDIUM HUMANOID, CHAOTIC EVIL

ARMOR CLASS 16 (NATURAL ARMOR)

HIT POINTS 10 (1D6 +3)

SPEED 20FT.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	16 (+3)	8 (-1)	7 (-2)	8 (-1)

SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 8
LANGUAGES DRACONIC

PACK TACTICS. THE KOBOLD HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE KOBOLD'S ALLIES IS WITHIN 5 FEET OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

BULK SMASH. THE KOBOLD DEALS DOUBLE DAMAGE TO OBJECTS AND STRUCTURES.

GREY KILLER KOBOLDS ARE STURDIER AND STRONGER THAN THEIR MORE COLOURFUL COUNTERPARTS. THEY OFTEN FIND THEMSELVES IN POSITIONS OF AUTHORITY, DESPITE THEIR UTTER LACK OF INTEREST AND TALENT FOR THE ROLE, BECAUSE THEY'RE SLOWER THAN OTHER KOBOLDS AND TAKE LONGER TO GET TO THE ACTION.

GREY KOBOLDS ARE DISTINCTIVE DUE TO THEIR INNATE UNDERSTANDING OF HOW TO BREAK THINGS (THE MARK OF A GREAT KOBOLD LEADER). IN THE RARE CIRCUMSTANCE THEY SHOULD LOOK UP FROM COUNTING THEIR TOES TO VENTURE AN OPINION, IT INVARIABLY INVOLVES SMASHING SOMETHING. ALL GREY KOBOLDS ARE IDENTICAL, DUE TO A QUIRK OF THE CLONING PROCESS.



KONTRAPTIONZ

OMG!

**SAW. MELEE
WEAPON ATTACK:**
+4 TO HIT, REACH 5
FT., ONE TARGET.
HIT: 9 (2D10-2)
PIERCING DAMAGE.

LOBOTOMATRONIC SAW

ELECTROSPLATULA

ZAP!

**LIGHTNING BOLT
DC 9**

**7 STICKS OF DYNAMITE
[DMG PAGE 267]**

KABOOM!

DIPLOMAT'S KIT

**DIMENSION DOOR
IN A RANDOM DIRECTION**

BOING!

SEVEN LEAGUE BOOT

**REVERSE GRAVITY
DC 9**

BOING!

GRAV-BLOWER

FUSION ROD

OMG!

**ROD. +4, MELEE
WEAPON ATTACK. HIT
2 (1D6-1 DAMAGE) AND
YOU BECOME STUCK
TO THE TARGET AS IF
BONDED BY
SOVEREIGN GLUE
[DMG PAGE 200]**

SUPERSONIC SCREWDRIVER

OOOPS!

THE KOBOLD GAINS A FLY
SPEED OF 120FT, BUT WHEN
USING IT MUST MUST MOVE
THEIR FULL FLY SPEED IN
ONE DIRECTION ON THEIR
TURN. IF THE KOBOLD
WOULD MOVE INTO A
CREATURE OR OBJECT,
INSTEAD THEY CRASH,
TAKING FALLING DAMAGE
BASED ON DISTANCE MOVED

KONTRAPTIONZ

WHEN YOU USE A TURBO LAUNCH PAD, YOU LAUNCH 1 MILE INTO THE AIR.

YOU MIGHT BE THINKING "THIS HAS NO PRACTICAL USE, I CAN'T FLY"

AND YOU WOULD BE RIGHT



TURBO LAUNCH PAD



PHLEBOTINIUM

WHEN OPENED, PHLEBOTINIUM RANDOMLY CASTS ONE OF THE FOLLOWING SPELLS, DC 9:

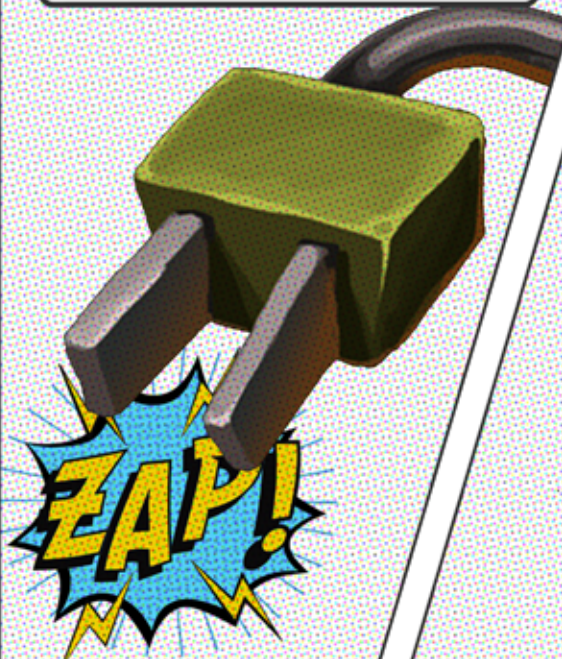
- 1: PASSWALL
- 2: KNOCK
- 3: TIME STOP
- 4: TINY SERVANT
- 5: UNSEEN SERVANT
- 6: FIND FAMILIAR

HAMMER. MELEE
WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 2 (1D6-2) BLUDGEONING DAMAGE AND THE TARGET IS PUSHED UP TO 30 FEET AWAY FROM YOU. IF THE TARGET MEETS A WALL, THEY CRASH THROUGH IT AND FALL PRONE



DISCOMBOBULATOR

CHARGING CABLE



USE A CHARGING CABLE ON A CORPSE TO RECOVER ALL USED KONTRAPTIONZ FOR ONE KOBOLD

YOU CAN ACTIVATE AS MANY KONTRAPTIONZ AS YOU WANT IN A SINGLE ACTION



CONNECTOR

KONTRAPTIONZ

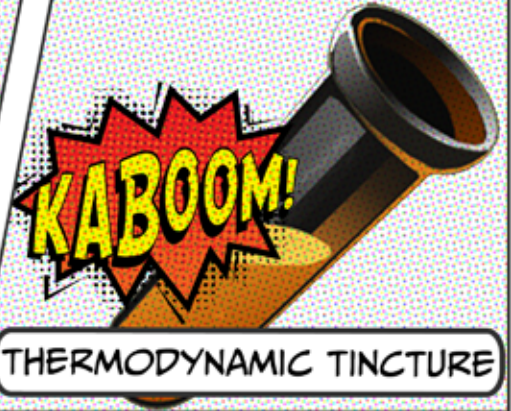


KILLER KOBOLDS HAVE THEORIZED FOR YEARS ABOUT HOW AND WHY THE RELATIVITY ROCKET WORKS, BUT AT THE END OF THE DAY IT CREATES A CRATER JUST FINE WHETHER YOU UNDERSTAND IT OR NOT.

FIREBALL
DC 9

RELATIVITY ROCKET

DRINKING THIS TINCTURE GRANTS YOU IMMUNITY TO FIRE DAMAGE, AND ALSO A BAD CASE OF INDIGESTION



THERMODYNAMIC TINCTURE

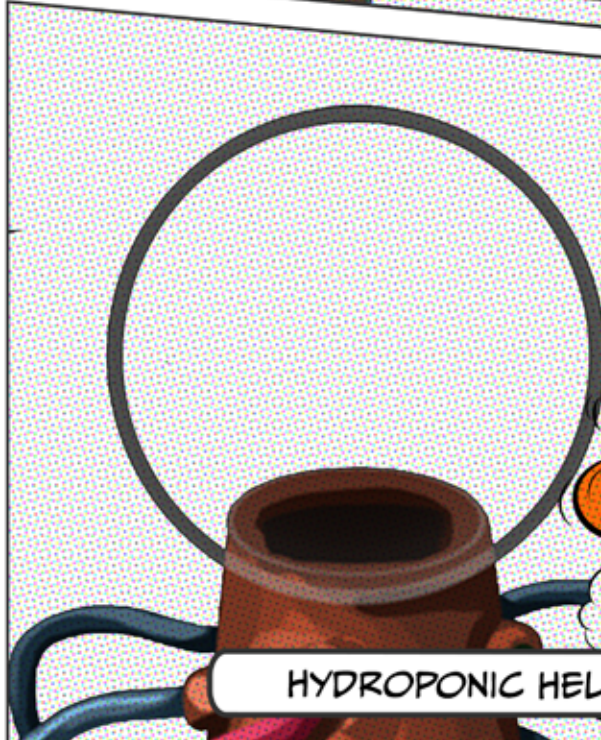


YOU CAN USE AN ACTION TO OPEN THE JAR. THE JAR UNLEASHES ONE OF THE FOLLOWING EFFECTS AT RANDOM

- 1 - SICKENING RADIANCE
- 2 - DAYLIGHT
- 3 - SUNBEAM
- 4 - LIGHT

ALL EFFECTS CREATED ARE GREEN IN COLOUR

GREEN GLOWING THING IN A JAR



WHEN WEARING THE HELMET, YOU CAN USE AN ACTION TO CAUSE ONE OF THE FOLLOWING EFFECTS AT RANDOM:

- 1 - ENTANGLE
- 2 - PLANT GROWTH
- 3 - AWAKEN (PLANTS ONLY)
- 4 - SPEAK WITH PLANTS
- 5 - TREE STRIDE
- 6 - GUARDIAN OF NATURE

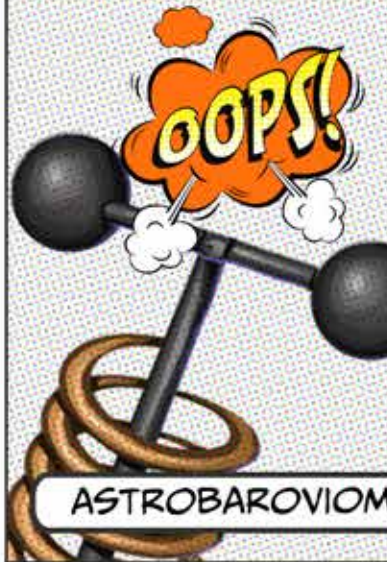
HYDROPONIC HELMET

KONTRAPTIONZ

THIS PROBABLY BELONGS
SOMEWHERE IMPORTANT, SO
BRINGING IT WITH YOU CAN
ONLY BE LUCKY
YOU GAIN INSPIRATION AT THE
START OF THE SCENARIO



SCREW



KILLER KOBOLDS
RARELY KEEP TRACK
OF THE WEATHER, BUT
WHEN THEY DO THE
RESULTS ARE ALWAYS
SPECTACULAR

STORM OF
VENGEANCE
DC 9

ASTROBAROVIOMETER

THE GRAND PLAN AND STUFF



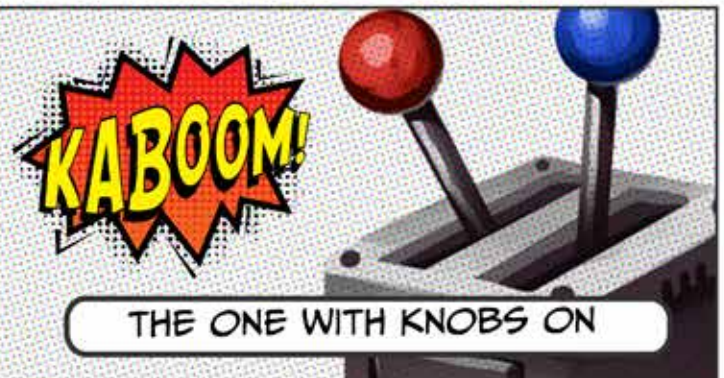
THIS IS A JUMBLE OF PAPERS
OUTLINING THE ENDGAME OF
THE KOBOLD SPACE PROGRAM,
IN WHICH THEY OUTLINE THEIR
AMBITIOUS PLAN TO KIDNAP A
STAR. IT SHOULD BE EASY, THE
PAPERS CONCLUDE.
STARS ARE SO SMALL.

A KOBOLD WHICH SURVIVES A
MISSION CARRYING THE GRAND
PLAN CAN CHOOSE THEIR NEXT
SCENARIO RATHER THAN THE
DM

THIS SMALL METAL BOX HAS TWO
LEVERS. ONE IS RED, AND ONE IS BLUE.

WHEN YOU PULL THE RED LEVER,
SOMETHING RED NEARBY EXPLODES.

WHEN YOU PULL THE BLUE LEVER, A
SOMETHING BLUE NEARBY EXPLODES.



THE ONE WITH KNOBS ON

KONTRAPTIONZ

A BIOMORPHIC
TOOTER CASTS
POLYMORPH [DC9]
IN A 30FT. CONE IN
FRONT OF IT. IT
ALSO MAKES A
FUNNY "TOOT"
SOUND

BIOMORPHIC TOOTER



SHARP THING

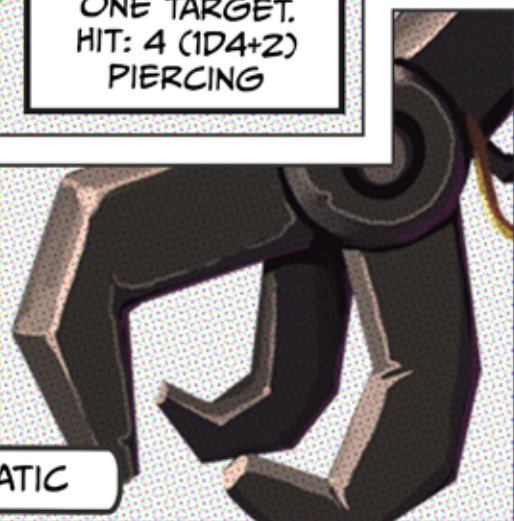
OMG!

DAGGER.
MELEE WEAPON
ATTACK: +4 TO
HIT, REACH 5 FT.,
ONE TARGET.
HIT: 4 (1D4+2)
PIERCING

BOING!

GRAB'O'MATIC
MELEE WEAPON ATTACK: +4 TO HIT,
REACH 20 FT., ONE TARGET. HIT: THE
TARGET IS GRAPPLED [DC9] AND
PULLED 15FT TOWARDS YOU

GRAB'O'MATIC



DELAYED BLAST FIREBALL
[DC9]

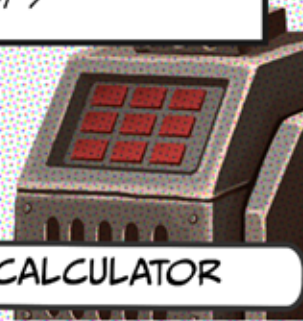
KABOOM!

PRESSURE COOKER

REVIVIFY

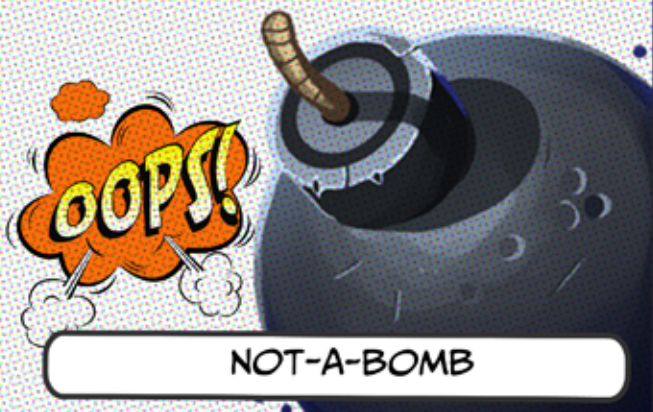
ZAP!

HYPERBARICALCULATOR



KILLER KOBOLD
NOT-A-BOMBS ARE, ALAS, A
MISNOMER - A FACT THAT IS
LOST ON MOST OF THE
KOBOLDS THAT USE THEM,
WITH AMUSING RESULTS.

FIRE STORM
DC9

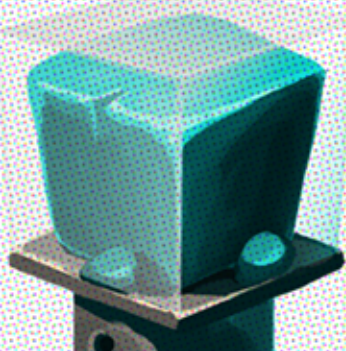


NOT-A-BOMB

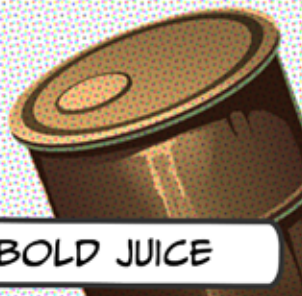
KONTRAPTIONZ

CUBIX RUBE

WALL OF FORCE

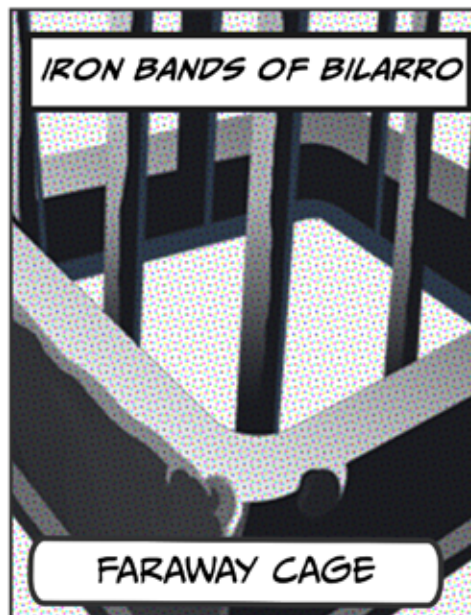


IS IT JUICE FOR KOBOLDS? IT IS JUICE MADE OF KOBOLDS? WE MAY NEVER KNOW, BUT IT MAKES FOR A GOOD *UNIVERSAL SOLVENT*



KOBOLD JUICE

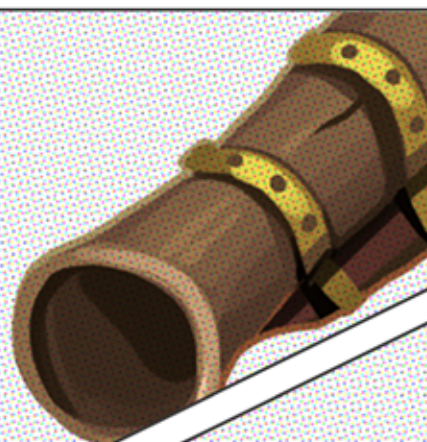
IRON BANDS OF BILARRO



FARAWAY CAGE

HEWARD'S HANDY HOOVER

THIS ODD BUT INGENUOUS INVENTION CAN SIPHON ONE GALLON OF LIQUID IN UNDER SIX SECONDS, DEPOSITING IT INTO A SMALL (BUT DECEPTIVELY CAPACIOUS) TANK ATTACHED TO THE USER'S WAIST

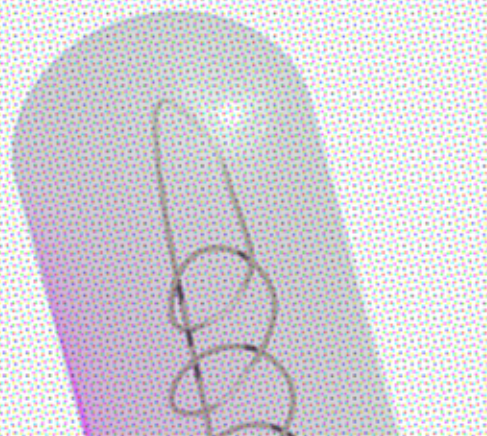


ROD OF RULERSHIP



IT DOESN'T TELL YOU WHAT IT MEASURES. THE BITE MARKS ARE AN INTERESTING COSMETIC CHOICE.

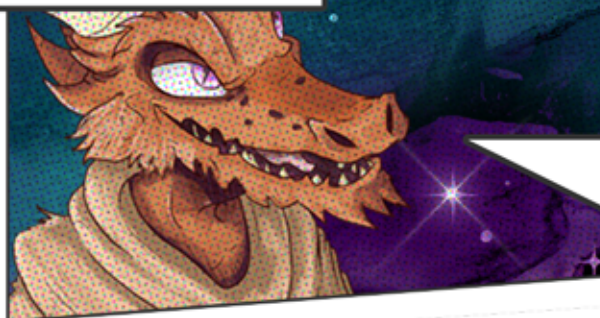
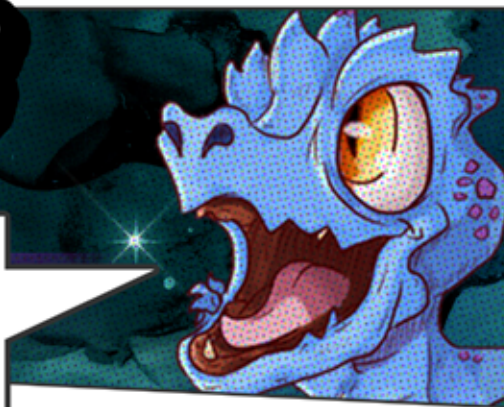
NUTRI-MATIC LIQUIDATOR



RANGED SPELL ATTACK. =4 TO HIT. HIT: 1D10 RADIANT DAMAGE. A CREATURE REDUCED TO 0 HIT POINTS BY THIS DAMAGE IS TURNED INTO ROUGHLY 1 GALLON OF BIO FUEL WHICH REMAINS AS A PUDDLE FOR 1 MINUTE BEFORE DISSIPATING UNLESS COLLECTED.

CREDITS

OLIVER CLEGG IS A WRITER OF D&D CONTENT FOR THE DUNGEON MASTER'S GUILD AND OTHER COMMUNITY CONTENT PROGRAMMES. HE IS ENGAGED TO A KOBOLD, WHICH FORMED THE BRUNT OF THE RESEARCH FOR THIS MODULE. HE TAKES NO RESPONSIBILITY FOR VILLAGERS HARMED BY RIDICULOUS SCI FI DEVICES



KEVIN MILLER IS AN ILLUSTRATOR AND TOKEN DESIGNER WHO HAS BEEN KIDNAPPED BY KOBOLDS AND KONVINCED TO LICENSE HIS KOBOLD DRAWINGS FOR THIS MODULE. YOU CAN FIND HIM ON TWITTER @KEVDNG, ON PATREON.COM/KEVINDNG AND ON THE ROLLZO MARKET AS KEVINDNG

KILLER KOBOLDS FROM OUTER SPACE

BORING LEGAL STUFF

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, RAVENLOFT, EBERRON, THE DRAGON AMPERSAND, RAVNICA AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST, SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2019 BY OLIVER CLEGG AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.