

From the creators of Kobolds Ate My Baby!

5ea

£2.99

FARMAGEDDON!

AN ADVENTURE
FOR USE WITH
KAMB 3E!



Note: This game deals with controversial religious topics such as the end of the world, polytheism, and gods having an annual picnic. If it is likely that you might be offended by any of these concepts please call all your friends and have them BUY all the copies of this offensive book that they can find, start a massive bonfire (don't forget to call the local media!), and burn away.

FARMAGEDDON!

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We suck OK we admit it!

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Special Thanks To

Doug (bald and tie-died) Brown, Doug (blonde and happy) Lange and Ryan (grinning bearded guy) Kimmert for the T-shirts (you guys rock!), Douglas Adams, Really bad fantasy movies (especially those based on popular role playing games), Ozone, and the USPS (the oftentimes forgotten boys in blue!)

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The Legend of Farmageddon!

Vor, the God of Anger (and Kobolds), was out for his morning constitutional when he ran into Jean-Pierre, the patron saint of buttlery and bad French accents. Vor noticed that JP was dressed in a swimsuit and carrying a cooler and in an uncharacteristic display of non-angry Vor asked "what are you up to today JP?"

"Nating miss-your Vohr?" he replied, visibly uncomfortable at being the sole recipient of Vor's attention.

"Looks like your going to the beach... maybe planning on having a picnic? You old dog! Who's the lucky lady?" Vor interjected in a manner that could only be described as... jovial!

"Z...Z...Z" Jean-Pierre stammered, sweat pouring down his face.

"What's the matter buddy? Cat got your tongue?" Asked Vor as he playfully tap-punched Jean-Pierre in the shoulder.

This was too much for poor Jean-Pierre and he folded like a deck of cards...."Miss-your Vohr, miss-your Vohr I begged them to recon-sidher but NO they would na lissen to me!"

"What are you talking about JP who reconsider what?" Asked Vor, clearly concerned for his neighbor.

"Ze Annual Picnic of Ze Gods it is today." blurted Jean-Pierre.

"Great! I'll go grab my volleyball and we can ride over together...." Vor began and stopped as he noticed the tears running down Jean-Pierre's face.

"Is there something your not telling me?"

"We."

"What is it?"

"Miss-your Vohr, I want to tell you but I'm afraid you shall do something terr-ibley to me."

"Are you crazy? Do you think I'm the type of god to kill the messenger just because he's got bad news?"

"We."

"JP I'm hurt, I honestly am. I'm sure whatever it is can't possibly be that bad and after you tell me, we can laugh about it over a beer."

"Truly, miss-your Vohr?"

"Would I lie?"

"We."

"OK THAT'S IT!" Vor bellowed as he called down 3 especially angry bolts of lightning to reduce Jean-Pierre to a pile of crispy frog legs. (Which were quickly devoured by a nearby Kobold.)

THE END

(OF THE WORLD)

Note to the Mayor:

While playing through the adventure don't read the italicized parts, such as this, to the players. Generally they contain all the nasty little surprises for you to spring on the Kobolds or rules on how the NPCs are going to behave.

TO THE KOBOLDS

You were minding your own business, going about your normal Koboldly day; stealing babies, dodging chickens and teasing Crue your overweight buddy with a bad haircut, thick glasses and a dead-end job with the Caves Administration, when BAMF! You are picked up by a really big and really angry red hand and unceremoniously dumped, along with a handful of other Kobolds onto a cool tile floor. As you begin to pick yourself up and dust yourself off you notice a big red foot. Oddly enough, the big red foot is connected to a big red shin, which is connected to a big red knee... "ENOUGH!" booms a voice filled with might and anger. Your eyes quickly scan the rest of the big red body and you realize that the voice and all the parts belong to Vor! You knees go weak and you fall to the floor bowing and scraping.

"LISTEN CLOSELY BECAUSE I HATE REPEATING MYSELF!" bellows Vor. "IT SEEMS THE OTHER GODS HAVE DECIDED TO HOLD A PICNIC AND NOT INVITE ME! THIS WILL NOT DO! YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT, IS TO RUIN THE GODS PICNIC. NOT ONLY FOR TODAY. NOT FOR THE NEXT FEW YEARS. BUT FOREVER, BY DESTROYING THE DEMI-PLANE OF PICNICS!"

"MAC, THE GOD OF INTERDIMENSIONAL TRAVEL (AND THE BIG RIGS) HAS DENIED ME ACCESS TO THIS PLANE, BUT FOOLISHLY STILL ALLOWS MY MINIONS ACCESS. YOU MUST BE MY IMPLEMENTS OF REVENGE! YOU MUST SPREAD MY ANGER TO THE LAND OF PICNICS AND BRING THAT DIMENSION TO ITS KNEES!"

With a wave of his mighty red hand, an angry red portal opens behind you. "BE HASTY IN YOUR TASK, THE GODS ARE OFF FROLICKING IN THE WOODS. THEY WILL SOON RETURN AND I'M SURE THEY WON'T BE TO HAPPY TO SEE YOU. YOU MUST PERFORM THE RITUAL BEFORE THEY RETURN OR ALL WILL BE LOST AND YOUR TORMENT WILL BE LEGENDARY. ANY QUESTIONS?"

[If there are any questions refer to the Q&A with Vor]

Q&A With VOR

[Any Kobold that asks a question receives a check on the How Angry is Vor with Me? Chart. Located on their Kobold Reference Sheet™. See VOR's Anger page 4 for more information. Since Vor is paying particular attention to the Kobolds and is very interested in seeing them succeed they can ask him a question at any time and he will answer. However, this will most likely leave a buzzing in the Kobolds head and result in them being disoriented (even more so than usual) for the rest of the turn (+1die to the difficulty of all actions).]

Q: What ritual? or How do we destroy a dimension?

A: "WHY DO YOU INFERNAL CREATURES NEVER LISTEN! WHAT DID I DO TO DESERVE YOU! ONCE AGAIN, TO DESTROY THE DIMENSION OF PICNICS YOU MUST SACRIFICE A COW OF THE APOCALYPSE AT THE ALTAR OF ZED, THE GOD OF POULTRY'S, TEMPLE. IS THAT TOO MUCH FOR YOU TO REMEMBER?"



Q: What's your favourite colour?

A: "RED"

Q: "Why is the sky blue?"

A: "BECAUSE I AM THE GOD OF ANGER AND SOME OTHER GOD IS THE GOD OF THE SKY!"

Q: "What's the meaning of life?"

A: "TO SERVE MY EVERY WHIM OR FACE ETERNAL SWISHING IN MY PORCELAIN THRONE OF TORMENT."

Q: "What happens to Kobolds when the dimension they currently reside in is destroyed?"

A: "SOMETHING A LOT MORE PLEASANT THAN THAT WHICH HAPPENS TO KOBOLDS WHO ASK A LOT OF QUESTIONS!"

Q: "Will we receive a reward if we succeed?"

A: Vor actually chuckles at this one "IF YOU ACCOMPLISH IN YOUR MISSION YOU WILL BE REWARDED IN WAYS FAR BEYOND THE GRASP OF YOUR SIMPLE MINDS. NEEDLESS TO SAY THERE WILL BE LOTS OF FIRE... EER COOKING FIRES... AND SOME BABIES TOO."

Q: What if we don't choose to accept this mission?

A: YOU WILL BE FED TO THE MIGHTY KUTHOBOLD WHERE YOU SHALL LEARN THE TRUE DEFINITION OF PAIN AS YOU ARE SLOWLY DIGESTED OVER THE CORSE OF A MILLENIUM!

Q: Whats a Millenium?

A: ARRRG, THAT'S IT! YOU [Vor points to the Kobold who asked the question.] GET READY FOR THE SMITING OF YOUR PATHETIC EXISTANCE! THE REST OF YOU LEAVE NOW OR SHARE HIS/HER FATE. [The offending Kobold enters the game 1 turn later with only 1 HIT.]

Q: Anything else

A: Up to the Mayor's discretion to answer any additional questions. If you're having trouble coming up with something just have Vor remind them they are on a tight schedule and suggest that they stop asking stupid questions and get back to work. Please Note: In **Kobolds Ate My Baby!** there is such a thing as a stupid question.



Vor's (Big Red) Anger

Vor is always in a bad mood, what would you expect from the God of Anger? To survive most Kobolds generally seek to avoid the attention of the Big Red One, but sometimes that's just not possible. Vor has chosen these Kobolds to perform a particular task for him, so he's going to be paying very special attention to them. Whenever they do something that particularly annoys him (like asking questions, dawdling, taking his name in vain, or jeopardizing the successful outcome of the mission), they receive a check on the How Angry is Vor with Me? Chart located on the Kobold Reference Sheet™. Whenever a Kobold receives a check on the chart they must roll a d6. If the result is less than the number of checks on the chart they get whacked with a bolt of Vor's Anger! The bolt causes 1d6 DAM per check on the chart. On the plus side, if you survive, it also eliminates all your checks. So you can go out and get some new ones!

Asking a question of Vor +1 check

Taking the Vor's name in vein, +1 check

Questioning the soundness of Vor's plan, +1 check

Harming an Apocalypse Cow before it is inside the Coup of Zed, +1 check per HIT of damage.

Killing an Apocalypse Cow, +6 checks

Singing the praises of another god, +2 checks

Feasting while on a holy mission for Vor, +1 check

Participating in a peaceful demonstration, +2 checks

Losing ones sole, +3 checks

Sacred Babies

God babies is good eating! Very few Kobolds have had the good fortune to find the baby of an immortal lying around unattended. Those that have go on and on about the exquisite taste and texture! Aside from the ambrosia-like flavour Kobolds have been know to gain unusual abilities after eating eternal babies. Roll on the following chart to determine if your Kobold has gained any new abilities. If you should be lucky enough to gain multiple rolls on the chart and happen to roll the same thing twice you are poop-out-of-luck. The abilities are not stackable and you don't get to reroll.

Super-Kobold Abilities Chart! (2d6)

- 2. Wolver-Kobold:** You gain Ability #7, can enlarge your fingernails to 3 times their original size at will (they are super hard, doing 3 DAM), and you gain the +Troll Blood edge.
- 3. Throw Some Heat:** No batter! No batter! No batter! SWING! You can cause a ball of super heated plasma to appear in your hand. The ball does 2d6 DAM to anything it touches and causes anything combustible to burst into flames. A Kobold can only squeeze out 1 ball per turn. *
- 4. Super Agility:** +2d6 to your REFLEXES
- 5. Command Animals:** You can issues simple commands to animals (e.g. Follow Me, Lay Down). The Kobold and the animal must make an EGO Versus. If the Kobold wins, the command is obeyed. Suicidal commands or those that would obviously put the critter in danger (i.e. Walk into the flaming barn!) are ignored out-right. **
- 6. Super Speed:** +2d6 to your EXTRANEIOUS
- 7. Heightened Sense of Smell:** Too bad you don't have a nose!
- 8. Super IQ:** +2d6 to your EGO!
- 9. Super Strength:** +2d6 to your BRAWN
- 10. Flight:** your can fly at the same speed as your Move! ***
- 11. Super Kobold:** +d6 to all your STATS, can leap up to 20 feet in any direction and can dodge bullets... well you would be able to dodge them if you ever encountered one.
- 12. Mega Kobold:** Roll twice on the chart

* This ability does not make you immune to heat or fire and if you don't get rid of this ball right quick you're going to take the 2d6 DAM! (Sure hope you have THROW!)

** If the Kobold has the +Animal Chum edge all simple commands are followed without requiring a Versus and the critter may perform dangerous stunts if the Mayor sees fit to allow it. However if they have the -Animal Foe bogie the animals will still follow basic commands if the Kobold wins the Versus! roll but will do anything in it's

power to hamper the efforts of the Kobolds. Mayors are encouraged to follow the Kobold's instructions as literally as possible to accomplish this end.

* Kobolds are all born with A.D.D. and as such have trouble standing still, that being the case, hovering is right out of the question (to remain flying you must remain moving)! Landing is a bit tricky, make a 3d6 REFLEXES roll. If you fail you crash, causing 2 DAM.



Farmageddon: The Adventure:

1. Starting Portal - This is the where it all begins... Vor's Angry Portal™ seems to have materialized a good 15 feet off the ground. It drops you out, literally, in this square. As you look back through the shimmering energy you see the Big Red God scowling at your lack of initiative and he scurries you along with his fingers. *[Should anyone come back to the portal for no good reason, refuse to leave or make funny faces at Vor give them a check on the How Angry is Vor with Me? Chart.]*

2. Bushes - A few large, meticulously sculpted bushes cross your path. They have all been painstakingly crafted in the likeness of the various gods. You recognize Bob's pudgy human head and there's Zed's Kobold-hating chicken head. You hear some rustling from the topiary.

Rustling - *[If the Kobolds successfully SNEAK read A otherwise read B]*

A. You see two lesser godlings rolling around on a blanket; tickling one another. One is obviously Chip, the diety of washed-up child actors and petty criminals. The other you realize isn't a god at all, from the uniform you think she might be part of the service staff. *[If the Kobolds leave quietly nothing happens otherwise the duo is caught by surprise!]*

B. It seems you have interrupted un liaison hazzardouse! The nymph serving girl takes one look at the Kobolds and runs off screaming. Chip (lesser godling of washed up child actors & petty criminals) seeing the Kobolds as easy marks, pulls out a knife and asks for your wallet or any other items you might be hiding on your person. *[Chip will 'teach a lesson' to anyone who doesn't give him an item.]*

Chip - BRA 15, EGO 8, EXT 18, REF 18, CD 4, STEAL, Knife 3 DAM, VP 5
Serving Nymph - BRA 6, EGO 6, EXT 12, REF 9, CD 2, +Winning Smile, Serving Tray 2 DAM, VP 2

3. Bridge (A) - There are two guardian chickens posted on this side of the bridge. They stand as tall as a Kobold, are covered in bright white feathers and have their beaks sharpened to a razor-edge.

Guardian Chicken - BRA 8, EGO 5, EXT 14, REF 12, CD 3, -Tastes Like Chicken, Beak 3 DAM, VP 4

Guardian Chicken - BRA 8, EGO 5, EXT 14, REF 12, CD 3, -Tastes Like Chicken, Beak 3 DAM, VP 4

Bridge (B) - It looks like a group of vegetarians have staged a sit in. Some are swaying, others are humming. A few are holding up signs... and all they are saying, is give peas to France. They're packed tightly, so to cross the bridge you're going to have to walk across some activists or, if the mood strikes, you could sit down with them and lose yourself among them. *[Any Kobold joining the activists is instantly absorbed into their ranks. Anyone chasing / following them will immediately lose them. HOWEVER we all know how Vor feels about peaceful demonstrations and you gain 2 checks on the How Angry is Vor with Me? Chart. Anyone climbing over the activists will be remembered and the next time they attempt to cross the bridge d6 activists will actively try to stop him.]*

Activist - BRA (flaming) 8, EGO 10, EXT 14, REF 8, CD 2, + Animal Chum, Sign 2 DAM, VP 3

4. Portal - A swirling mass of mystical energy blocks your path. You can try to skirt the edges if you like by climbing on the barn or by the edge of the river. Otherwise you can march straight through the shimmering mass. *[If a Kobold enters the portal roll on the Random Portal Drop-Off Chart. If they try to climb around the portal on the barn have them make a 4 die REFLEXES roll; if they fail they fall, lose 2 HITS and tumble into the portal, roll on the Random Portal Drop-Off Chart unless they are +Bouncy, then they bounce into the river. If they try to skirt the edge of the portal by walking along the river's edge make a 3 die REFLEXES roll, if they fail they fall into the river.]*

Random Portal Drop-Off Chart (2d6)

2. Any - Location of the player's choice.

3. Location 1 - Under Vor's Portal. Take a check on the How Angry is Vor with Me? Chart for loafing!

4. Location 7 - Out in the pasture... with a big angry cow staring at you.

5. Location 5 - Rock Formation. You land in the lap of Pam Mermaidson

6. Tent of MAYOR's Choice

7. Nowhere... dang thing must be busted! Oh and your dead.

8. Blanket of MAYOR's Choice

9. One Turn into the Future - You get to make another turn's worth of actions... it's as if you could walk through time.

10. Location 8 - Right in the middle of Zed's Coup/Temple.

11. Location 3 - In the middle of the bridge.

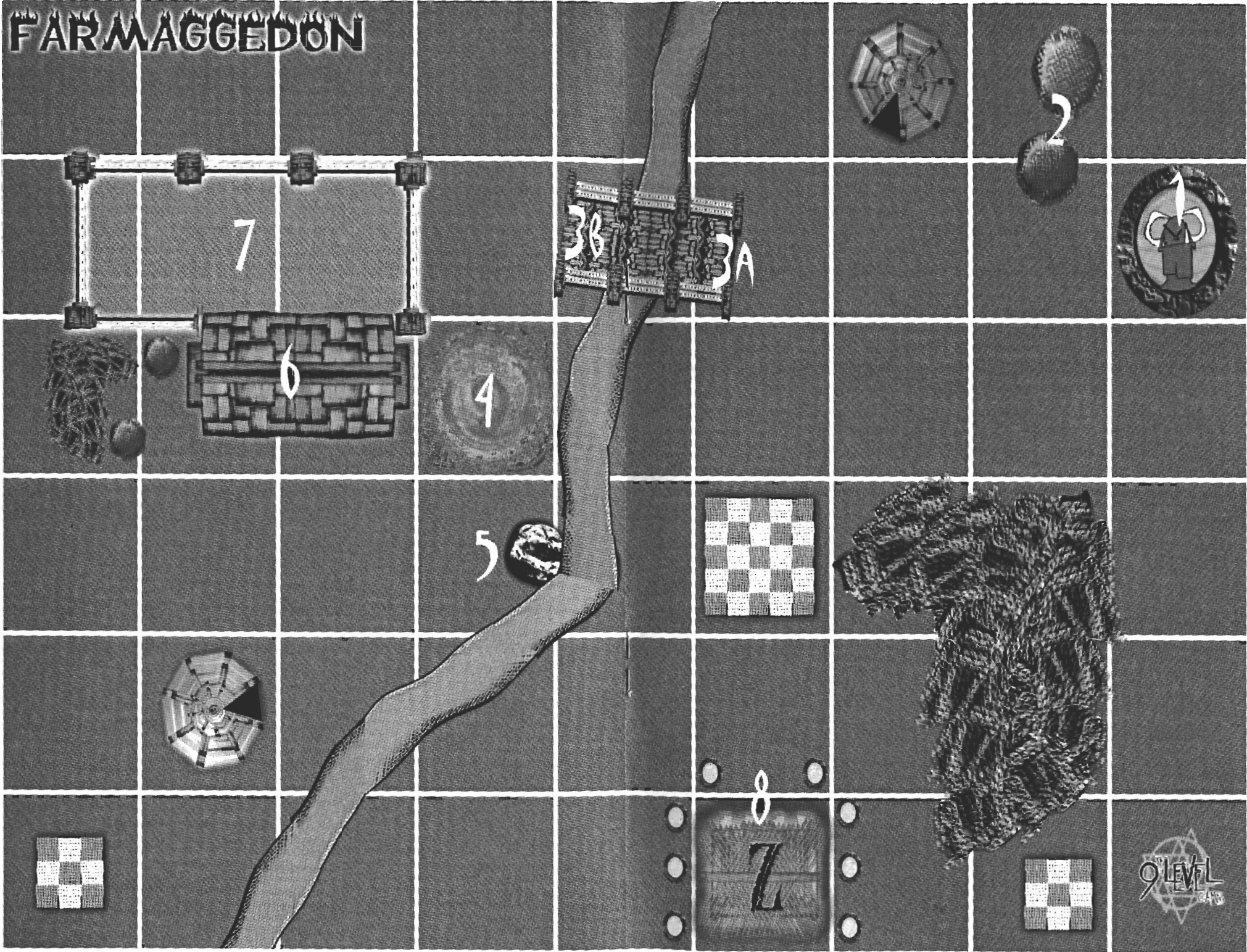
12. Problems - There was an anomaly in the warp core that caused a power spike in the teleportation relays at the exact moment your pattern was being analyzed. Luckily you are NOT dead, unfortunately your physical body is currently broken down into small particles of energy that are caught in a buffer loop and unless Scotty shows up with a hypo-spaner to sort this mess out you're going to be stuck there for quite some time.

5. Rock Formation - An unusual rock formation juts out into the water. Sitting atop the rock on a huge wooden chair is everyone's favourite River Watch™ lifeguard Pamela The Mermaid. *[If a Kobold with the -Kobold in Heat bogie sees Pammy they must immediately stop what they are doing and come to 'pay homage' to the well endowed fish woman. Otherwise, Pam is quite content to guard her river and sign autographs. If she notices anyone being drug down stream she will immediately bounce into action. She dives into the water and attempts to rescue them, by tossing over a line. The Kobold must make a 3 die REFLEXES roll to grab it and a 3 die BRAWN roll to hold on. If they fail either they are once again swept downstream. She won't actively attack the Kobolds unless they attack her. In which case she'll fight until things look bad, then head for the river.]*

Pamela Mermaidson - BRA (38DD) 16, EGO 10, EXT 12, REF 10, CD 3, SWIM, +Buoyant, Fin Slap 2 DAM, VP 4

6. Barn - You enter a monstrosly huge red barn. Unlike most barn's you've ever seen this one is immaculately clean. You wander around a bit till you come to a glowing sign As you approach it begins to speak... "Come One Come All See The Amazing The Stupendous The Legendary Four Cows of the Apocalypse. Just 2 bits a gander! Right this way drop your bits in the jar and steal a look at the terrible cows whose passing signals the end of the world!" *[There is a jar under the sign and a Kobold attempts to walk by the sign it makes a big fuss about them not paying but it really can't do much about it... it's a sign.]* Beyond the talking sign there are four stalls. They are covered in writing from every language imaginable, eventually you find the Kobold pictograms.

FARMAGGEDON



Stall 1 Pestilence, The Cow of Rot and Disease! - Unlike most of the barn this stall is a mess. Filth covers the walls and bugs are everywhere. Amidst this filth is a very sickly looking cow. It's lying down and there are a few tubes running into its legs.

Stall 2 Famine, The Cow of Hunger and Flies! - bales of hay and alfalfa are piled in the room but none look like they were so much as nibbled. Standing amidst the bovine feast is the thinnest cow you have ever seen, a good breeze could topple this lil' doggie right over.

Stall 3 War, The Cow of Battle and Rage! - There's not much in this stall... except for a massive whetstone and a whole lot of targets with their centers gored out. Judging from the size of the hole in the back wall, it's pretty easy to surmise, even for a Kobold, that the cow decided he wanted to go for a stroll in the pasture.

Stall 4 Death, The cow of Death and umm.. More Death! - You though Fammie was thin? She doesn't have anything on Death, who is, well, dead. Death must put himself out to pasture a long time ago... all that's left of the grim bovine is some old dusty bones.

Pestilence - BRA 6, EGO 12, EXT 10, REF 4, CD 1, -Disease Ridden*, None 0 DAM, VP 0 (*After being removed from life support Pessy loses 1 HIT per turn.)

Famine - BRA 8, EGO 8, EXT 6, REF 6, CD 1, -Hungry, Bite 2 DAM, VP 4 (*Turns out Fammie has a taste for Kobold. She will attack any Kobold she sees, after devouring one she is docile and easily manageable for d6 turns before needing to eat another.)



7. Pasture - Unlike the rest of the picnic dimension, which seems to be covered in lush mauve Astroturf, the great pasture is blanketed in thick green grass that comes up to your waist. Surrounding the pasture is a massive metal fence that glows faintly. Tossed haphazardly about the field are torn red cloths... each about the size of a Kobold. A snorting gets your attention and you turn to see one of the largest most terrifyingly huge bulls you have ever had the pleasure to see. It's auburn in color and its hooves and horns glisten in the sunlight.

War - BRA 20, EGO 10, EXT 13, REF 13, CD 3, -Hates the Color Red, Gore 8 DAM, VP 10 (Will attack anything red)

8. Zed's Coop/Temple - This enormous chicken coop is where all the local poultry come to praise their god, Zed. Braziers blazing with fire encircle the temple and two Kobold-sized chickens guard the doors.

Guardian Chicken - BRA 8, EGO 5, EXT 14, REF 12, CD 3, -Tastes Like Chicken, Beak 3 DAM, VP 4

Guardian Chicken - BRA 8, EGO 5, EXT 14, REF 12, CD 3, -Tastes Like Chicken, Beak 3 DAM, VP 4

Inside - This temple is basically a big empty box. Across the door there is a wooden altar covered in corn. A priestly looking chicken is clucking behind the offering while the parishioner chickens cluck hymns and responses. *[As we all well know chickens are the mortal enemies of Kobolds...]*

Parishioner Chicken - BRA 2, EGO 5, EXT 5, REF 12, CD 3, -Tastes Like Chicken, Beak 1 DAM, VP 2

Parishioner Chicken - BRA 2, EGO 5, EXT 5, REF 12, CD 3, -Tastes Like Chicken, Beak 1 DAM, VP 2

Parishioner Chicken - BRA 2, EGO 5, EXT 5, REF 12, CD 3, -Tastes Like Chicken, Beak 1 DAM, VP 2

Chicken Deacon - BRA 3, EGO 5, EXT 8, REF 12, CD 3, -Tastes Like Chicken, Flail (held in beak) 2 DAM, VP 3

Chicken Priest* - BRA 4, EGO 5, EXT 12, REF 14, CD 4, -Tastes Like Chicken, Mace (held in beak) 2 DAM, VP 6

* Can cast any 2 of the following spells:

Cluck Light Wounds (reversible) - Cause 3 DAM to target

Cluckify Feed and Water - Conjures enough feed and water for d6 chickens for d6 days

Cluck of Protection Kobolds - for d6 turns all Kobolds are repelled 5 feet away from the Chicken Priest if they fail a EXTRANEIOUS Versus!

Cluck to Plants - You have the ability to talk to plants, they can understand you... but they are vegetables they don't have mouths and cant do much.

Blanket - *[When a Kobold first walks onto a blanket roll on the What's Happening on this Blanket? Chart (on the following page) to determine what's going on. Unlike the forest and the tent if no one has been on the blanket for a while (more than 2 turns) re-roll on the What's Happening on this Blanket? Chart when another Kobold walks across the blanket.]*

What's Happening on this Blanket? Chart(d6)

1. Giant Ants (2) have run of the picnickers!

Giant Ant - BRA 14, EGO 2, EXT 8, REF 4, CD 1, Armor Hits 5, Mandibles 3 DAM, VP 4

Giant Ant - BRA 14, EGO 2, EXT 8, REF 4, CD 1, Armor Hits 5, Mandibles 3 DAM, VP 4

2. Hey BooBoo , 3 pic-a-nic baskets seem to have been left sitting all alone! *[The baskets are full and eating the contents of one restores a Kobold to full HITS. Unfortunately we all know how Vor gets about feasting while on a holy crusade. Take a check on the How Angry is Vor with Me? Chart.]*

3. A pile of Pic-a-nic baskets. *[If the Kobolds approach they learn that the baskets are actually a Pic-a-nic Golem. These constructs were designed to keep picnics safe from bears and Kobolds. It attacks.]*

Pic-a-nic Golem BRA 12, EGO 4, EXT 6, REF 8, CD 2, -Tastes Like Baby!, Basket 2 DAM, VP 3

4. Two Nymph serving girls are setting places around the blanket while a nymph cooking girl tends to a pig roasting over on a spit.

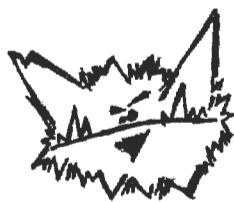
Serving Nymph - BRA 6, EGO 6, EXT 12, REF 9, CD 2, +Winning Smile, Serving Tray 2 DAM, VP 2

Serving Nymph - BRA 6, EGO 6, EXT 12, REF 9, CD 2, +Winning Smile, Serving Tray 2 DAM, VP 2

Cooking Nymph - BRA 10, EGO 8, EXT 14, REF 12, CD 3, COOK, Carving Knife 3 DAM, VP 3

5. It looks like whatever happened here was a ton of fun. There is garbage strewn from one end of the blanket to the other. A trash elemental is tidying up them mess when it notices the Kobolds... Kobolds are very messy... trash elementals don't like messes!

Trash Elemental - BRA 8, EGO 8, EXT 12, REF 12, CD 3, all weapons do 1/2 dam, Spew Trash 3 DAM, VP 4



6. A Nymph Aupair has been charged with the care of 2 sacred babies and they're currently having a teddy bear picnic. At your approach her head jerks up and she looks dead at you! She slowly removes her two long and sharp looking needles from the quilt she is knitting and walks between you and the babies. She winks and says in perfect Kobolonic.

"Let's dance." It's about this time that you notice her teddy bear is moving and growling a whole lot more than the babies' bears...

Nanny Nymph - BRA 14, EGO 10, EXT 16, REF 14, CD 3, +Sense Kobolds, Throw, Needle 3 DAM, VP 5

Nanny's Teddy Bear - BRA 18, EGO 4, EXT 10, REF 8, CD 2, +Heightened Smell, Claws 5 DAM, VP 7

Forest - This is a cool, shady, and peaceful forest. Birds are chirping and little animals scurry through the underbrush. *[Roll on the While You Are Traipsing Through the Forest You Come Across.... Chart each turn a Kobold is in the forest to determine what they encounter.]*

While You Are Traipsing Through the Forest You Come Across.... Chart (2d6)

2. A middle aged human man sitting in front of a shack. He's wearing a hooded jacket and dark glasses. After a second, he motions you over and hands you a package wrapped in brown paper. As you are looking at the package the man and the shack disappear. *[Secretly roll a d6. The bomb will explode in that many turns. If the Kobold makes a 2d6 EGO roll they notice that the package is ticking. Should a Kobold try to open the package have them make a 4d6 TRAPS roll, if they fail (or don't have the skill) it explodes. The bomb causes 3d6 HITS of damage to everyone in the square.]*

3. A nymph serving girl taking a delicious little glowing baby for a stroll. Serving Nymph - BRA 6, EGO 6, EXT 12, REF 9, CD 2, +Winning Smile, Serving Tray 2 DAM, VP 2 (Sacred Baby)

4. WHAM! a tree smacks you right in the face! Hrm... A tree falling in the woods, you think you would have heard it coming! (Lose 2 HITS)

5-9. A *[insert your favourite forest critter]* scurries into the underbrush. Small (rabbit, fox, platypus, etc) BRA 3, EGO 3, EXT 10, REF 12, CD 3, Bite/Scratch 1 DAM, VP 2

Medium (wolf, deer, cougar, etc) BRA 7, EGO 3, EXT 12, REF 10, CD 3, Bite/Claw 3/2 DAM, VP 3

Large (elk, bear, veloaraptor, etc) BRA 15, EGO 3, EXT 10, REF 9, CD 2, Bite/Claw 4/3 DAM, VP 5

10. A female human in her late teens who just looks awful. She's dirtier than you, her hair's all matted and she smells like the caves after an "Eat Till You Die" party. She keeps yelling for someone named Jason and muttering "I am so scared!" Just as she's almost calm a breeze whips up some wooden chimes and she gets all hysterical again. She grabs at you, locks eyes with you and says "I'm sorry, tell our parents I'm sorry!" With that she collapses on the ground.

Bad Actress - BRA 8, EGO 4, EXT 10, REF 9, CD 1, FAST, Fist 1 DAM, VP 2

11. A scrum-dittiely-uptios baby... odd they don't usually have a golden glow about them. (Sacred Baby)

12. Two misshapen humans appear from behind a tree. They take one look at the Kobolds and their puzzled expressions turn to big tooth-less grins. They start walking closer and giggling loudly... that's when the banjos start playing. This all being a little bit too weird you bolt. The

hillbillies take off after you. *[If the Kobold beats both hillbillies in an EXTRANEIOUS Versus! he gets away cleanly. Otherwise he is cornered. The hillbillies will try to wrassle the Kobold to the ground. If they succeed... well we won't get into that but suffice it to say, the Kobold takes 3 DAM and will be walking funny for a day or two.]*

River - This looks like a calm lazy river.. fish dart past, small rocks rocket down stream. Like most rivers, this one runs to the south. *[Despite the calm exterior the river has a wicked undertow. Maneuvering in the water requires a SWIM roll (2 die downstream and 4 upstream). Kobolds without the Swim skill are drug south at the rate of 1 square per turn until they are rescued or reach the edge of the map. Right off the map there is a waterfall and any Kobold going over it is never seen again!]*

Tent - *[When a Kobold first enters a tent roll a d6 on the What's Inside Tent #... Chart to determine what's inside. Unlike the forest, after this is rolled it remains for the rest of the game.]*

What's inside Tent #... Chart (d6)

The tent is lavishly decorated. Massive tapestries depicting the magnificence of some god or another cover the walls and satin pillows in a multitude of colours litter the floor.

1. In the middle of all this, resting precariously on a pile of pillows is a succulent looking little baby. Unlike normal babies, this one seems to be glowing, your mouth waters just thinking about it! (Sacred Baby)
2. There are two young gods over in the corner rifling through a chest. After they hear you enter they guiltily look up from their looting. Now that you can see their faces you realize that one is Elanis, Mistress of Things Which Are Not Ironic, and Moré C the God of Depression and Gloom. Elanis shrieks and charges to attack, while Moré C, resigned to his fate, plops down and waits to get busted.
Elanis - BRA 12, EGO 18, EXT 12, REF 7, CD 2, BARD, Wail 2 DAM (every-one in square), VP 7
Moré C - BRA 10, EGO 10, EXT 10, REF 10, CD 3, -Animal Foe, 1 DAM, VP 5
3. A young god fusses over a tiny glowing infant who keeps crying and crying. Eventually to drown out the noise she jumps into a big pile of pillows and pulls two against her ears. *[Since this is Gwen, the Goddess of Slacking and Angst, there is a good chance that even if she sees the Kobolds she won't care that their taking the baby. Roll a d6. 1-2 She looks over at the Kobolds and shrugs. 3-4 She will intercede but only for 2 turns, then she gets all angst ridden and goes off to brood. 5 She will*

intercede but only while things are going her way (if it looks like things are going bad she jets). 6 She's got a bug up her arse about this kid. Sure she hates it but there is NO WAY that she's letting it go anywhere with the like of you!]

Gwen - BRA 11, EGO 16, EXT 14, REF 12, CD 3, THROW, Pillows 1 DAM, VP 5

4. A prayer service is seemingly underway. It looks like Bob brought his own cheering section with him. "Bob, Bob he's our god, he's not too nice but he's better than Vor!" is being chanted over and over. Two of the more imposing looking worshipers come over and look expectantly at you. *[If the Kobolds (and their players) sing the Bob song the worshipers leave them alone but they gain 2 checks on the How Angry is Vor with Me? Chart, if they don't join in the 2 worshipers go inquisitional on the Kobolds.]*

Worshiper - BRA 11, EGO 8, EXT 12, REF 11, CD 3, BASH, Mace 3 DAM, VP 5

5. A godly game of poker is underway. Stu, the God of Trolls; George the God of Big, Hairy Orange Monsters Who Like to Call Everything "George"; Reiker the God of Goatees and Luke the Deity of Whiners are looking for a fifth player. After you sit down you realize you don't have much to bet with. The gods assure you that your soul will cover the first hand. They deal you 5 cards and keep tossing things in the pot. Currently there is a Sacred Baby, a Troll Spear, an industrial strength blow drier, a very sharp straight razor and your soul, which they have just torn from your body. You lay down your hand. *[Have the player roll a d6: 1 Kobold wins the pot, 2 Split the Pot, gets his soul back and 1 item of her choice, 3-5 Kobold Looses (Kobolds without soul can't dance and lose d6 points of Ego), 6 Kobold looses and Vor finds out! (Same as 3-5 PLUS Vor is so angry that you lost your soul (they aren't easy to come by you know) that you instantly gain 3 checks on the How Angry is Vor with Me? Chart) The blow drier and troll spear are far too large for Kobolds to use, we all know how much fun sacred babies can be and the razor is super-sharp and very well balanced doing 5 DAM (Dulls to uselessness after d6+1 uses).]*

6. Contrary to what was just read this is a very spartan tent. There is a simple chair with a monster of a man sitting on it and dozens of empty kegs of mead. You easily recognize the imposing figure of MoonFlower, the God of War (damnable hippie parents). And we all know what happens when you get a God of War drunk... *

MoonFlower - BRA 50, EGO 15, EXT 15, REF 25, CD 6, Duelist, Big Darn Axe 15 DAM, VP 100

* It was brought to our attention during play testing that there are a few people out there who might not know what happens when you get a god of war drunk. To appease them here's the blow by blow. Drunken war gods are even worse than drunken frat guys, making all manner of ridiculous boasts and claims. MoonFlower would obviously make a challenge to anyone who entered. "I'll give you 3 chances to hit me... (hic) if you do... (hic) I'll give you a reward (hic). If you don't, I get to hit you once." [If the Kobold manages to hit the war god he offers them their choice of the following magic items; a magic stick or a magic Scroll. (if another should win the challenge they get the item the first Kobold didn't take, everyone else gets the crud beaten out of them for smacking the god of war!)]

Stick DAM 2, +Prod (makes a cow move, generally in a straight line.)

Scroll of Leopard Summoning - By tossing the scroll on the ground, playing air guitar and yelling "FARMAGEDDON IT!" you summon a hair metal leopard from the dimension known as "the Eighties." Player must perform the actions listed along with the Kobold or the spell fizzles.

HM Leopard - BRA 10, EGO 4, EXT 4, REF 15, CD 4, -Deaf, -One Arm, Claw 2 DAM, VP 4
The leopard will obey all commands given to it but as it is deaf it can only be commanded by hand signals that must be made by both the kobold and player.

Horrible Death in the Demi-Plane of Picnics

Farmageddon Random Kobold Horrible Death Chart (d6)

1. Seventh Day Violation
2. Fates Intervene
3. Kobold William
4. Fashionably Dead
5. Advanced Catacombs & Kobolds: The Movie
6. MoonFlower Gives you the Axe

1. Seventh Day Violation - You were just about to get righteously smote by one of the various gods a Kobold can offend when all of the sudden everything gets quiet. A few minutes later, you are informed that it's officially Sunday on that god's home dimension and union rules dictate no working on Sundays.

2. Fates Intervene - Vor had a big bolt of anger with your name all over it and he sent it screaming at you. As improbable as it seems at that very moment a strange metal ship materialized in front of the bolt deflecting it harmlessly away. You're just about to thank your lucky stars when you notice it's getting awfully dark out. You look up just in time to see a whale and a flower pot heading straight for you. You and everyone in the square take 42 DAM.

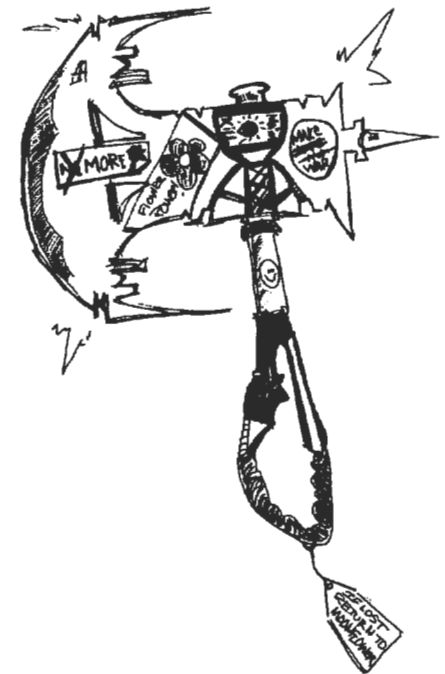
3. William Kobold - Buffy, the Goddess of the Hunt, and GRXTRR, the God of Ogres, are having a disagreement and they need you to settle it. All you have to do is stand there and let them shoot an apple off your head. Being that they are gods you agree. Buffy produces a golden

crossbow and deftly plinks the apple off your head. After you replace the apple GRXTRR pulls out a massive spear... that's when you notice he's been drinking (again). Before you can react, he hurls the spear at you and strikes you squarely in the chest for 10 DAM. "Best 2 out of 3!" he growls loudly. Take another 10 DAM "Best of 5?" asks Buffy perkily. "Damn Right!" bellows GRXTRR. Take yet another 10 DAM.

4. Fashionably Dead - Cruella de God, Diety of Fashion, takes one look at you and decides that you must be in her fall catalog. Thinking about the gorgeous models and the free catering at the photo shoot you eagerly agree. Unfortunately, Cruella's fall line is "Pelts of Poor Dumb Animals" and it isn't you she wants but rather your coat. She has 2 rather burly godling henchmen hold you down as her expert seamstresses quickly and easily removes your coat. Without it your innards spill outwards, making quite a mess, and you die.

5. Advanced Catacombs & Kobolds: The Movie - All you seem to remember is a guy with purple lips, the complete lack of a plot and a whole hell of a lot of crudely animated dragons. Needless to say, when the dust settled, you being a supporting character (AKA Thief), were dead. But as you died doing something heroic you were expecting quite a send off. What you saw when you looked up from Vor's bosom, however, really pissed you off. While your final resting-place was the most exclusive cemetery in town, all you got in the way of a memorial was a pile of rocks with your name scrawled on top of one. There was no parade! No bards singing your tale! Just a rock with your name, written in chalk, and spelled incorrectly.

6. MoonFlower Gives you the Axe - The great God of War, MoonFlower, decides he hasn't had a good hack or slash in a while. He makes 2 attacks on you. MoonFlower has a BRAWN of 50 and his mighty axe does 15 DAM.



FARMAGEDDON KOBOLD REFERENCE SHEET™

B 
DRAWN

NAME

EDGES

SKILLS

E  

BOGIES

SPELLS

E 
EXTRA

ARMOUR

R 
REFLEX

OUTFITS

VICTORY POINTS

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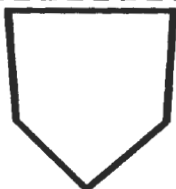
HOW ANGRY IS VOR W/ME? CHART

LEFT PAW

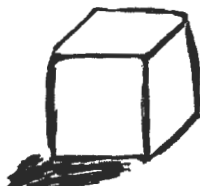
RIGHT PAW



KOBOLD HITS



ARMOUR HITS



COMBAT DICE



MOVE!

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THE KOBOLD HORRIBLE DEATH RECORD™

HOW MANY KOBOLDS DOES IT TAKE TO END THE WORLD?



Since Vor wasn't invited to this year's Annual Picnic of the Gods, he was understandably perturbed. In fact he was so annoyed that he was just about to crash the party and give the rest of the gods a piece of his mind* when he realized that he couldn't. The other gods had barred his access to the Demi-Plane of Picnics! That really made Vor angry, very very angry. How angry was he? Vor was so angry that he decided that if he couldn't enjoy the picnic then NO ONE ever would. He selected 'volunteers' from the ranks of his only devoted followers, Kobolds, and charged them with a simple mission. Destroy the Demi-Plane of Picnics, or else!

Farmageddon is an adventure for **Kobolds Ate My Baby!** Third Edition (some other companies call them modules but at 9th Level we like to call a spade a spade). It contains a full adventure with a map and enough random mayhem to make it playable and, dare we say, even fun to play numerous times.

STEAL A PICNIC BASKET

EAT BABY GODS!

DESTROY AN ENTIRE PLANE!

ANNOY VOR!

SACRIFICE AN APOCALYPSE COW!

* Please keep all jokes about the Red God's mind to yourself, 9th Level Games will not be held responsible for the consequences in the event that you don't. He's an angry god who CAN NOT take a joke.



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