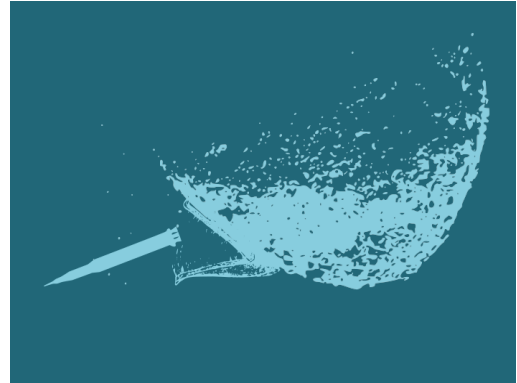


ADVERSARIES FOR KOBOLDS IN SPACE!



How to use this document:

KOBOLDS IN SPACE! Core Rules

First off, nothing here is going to make sense without the core rules for KOBOLDS IN SPACE! (Yes, the exclamation point is part of the name.) You can download the most recent version for the low, low price of “pay what you want” here: <https://crashtedm.itch.io/kobolds-in-space>

In the core rules the GM (Game Manager) is encouraged to stat up their own antagonists (not always “bad guys,” but opposed to the kobolds’ interests), but a small sample set of Adversaries is included. Some of those will be found here as well, though others were rather generic and have been expanded upon. The “Rival Band of Kobolds” Adversary, for example, has its own table of options here.

Stat Changes

Some of the Adversaries listed here that are also in the Core Rules have been given different numbers and/or abilities. These changes were made to balance out the difficulty levels of the various encounters listed here. Both the old and new versions are valid, so pick whatever works best for you and your group.

To Randomize or Not to Randomize

A GM may certainly browse this document, picking and choosing the right opponent to match the mood of the players in front of them.

With that said, the Adversaries listed here are arranged so that the GM can roll two 6 sided dice (often referred to as 2d6) to pick a random category, then roll 2d6 on the appropriate table to see exactly what Antagonist will be making the party’s lives harder.

Power Levels

It is assumed that the average kobold Stats will be about 16 points total if you add Order, Chaos, Brains, and Body. (Variations will occur if the player chooses to roll dice rather than assigning points, but that’s part of the fun.) With this in mind, the most likely Adversary on each chart (assuming 2d6 are being rolled) will also have a point total of 16.

Not all Adversaries are created equal, though. Rolls lower than 7 will provide weaker Adversaries, and higher rolls will provide far more powerful ones.

If you find your kobolds are breezing through encounters, consider adding 1 to the number you roll, or rolling twice and having one of the results be a minion, even if the listing doesn't mention one.

If things get too tough, perhaps consider giving the kobolds some Gear to help out, or selecting an Adversary on here that might end up being an unlikely ally.

Also, remind the players that not every encounter needs to be solved through combat. Sometimes striking a bargain or using subterfuge are better options, and kobolds have not been known to shy away from stereotypically nefarious beings or actions.

Swarms

Some things just aren't that much of a threat on their own. One could go up against a whole lot of individuals with lower stats, but that can get tedious, and tedium is for MMO reputation grinds. In this game, all the itty bitty things are combined into a single stat block to make life easier for everyone ... except for the Adversary, of course.



Minions

Sometimes an Adversary doesn't work alone. In that case, another roll on the tables can determine who their allies might be.

You might choose to reroll if the result seems too peculiar, but on the other hand it might be quite funny for the GM to have to explain how the strange combination of beings came to work together. How exactly did the floating brain get an impending nova as a minion, anyway?

It is worth noting that when determining point totals, minions were not taken into account for balancing the encounters. This could make the encounter far more dangerous. It is suggested that to reduce this difficulty, the minions should be encountered first and, once that conflict is resolved, you can have the main adversary reveal themselves.

Table of Tables

Pick what you want, or roll 2d6 to get something random!

#	Category	Notes
2	Space Dragons!	Just like planet dragons, but in space
3	Environmental Hazards	Sometimes it's the terrain that's out to get you.
4	Elf Armada	They see themselves as bringers of order.
5	Undead	Beings so nice they could be killed twice!
6	Artificial Intelligences	Robots, supercomputers, and sentient ships
7	Other Kobolds	Kobolds don't always get along.
8	Aliens!	Straight from B-movies into your adventure!
9	Perfectly "Normal" People	They seemed normal at first.
10	Space Pirates	Walking the plank is a bit harder to do.
11	Grab Bag	All the things that didn't quite fit elsewhere
12	Eldritch Horror	[nonsensical gibberish]

2. Space Dragons!

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Baby Dragon <ul style="list-style-type: none"> Not even its final form. Very naive about its power level. Roll again on this chart for the "flavor" of the dragon, but use these stats. 	2	3	3	3	11
3	Cat Dragon <ul style="list-style-type: none"> Covered in fur, could be mistaken for a kobold-sized bat. Hairball breath may do Brains damage when hit. Stereotypical cat behavior: Aloof, knocks things off of shelves, hoards things that jingle. 	1	4	3	4	12

4	Fairy Dragon <ul style="list-style-type: none"> • Butterfly wings • Glitter breath that is very hard to remove and makes targets super visible. • Can be appeased with sugary treats. 	2	4	3	4	13
5	Sedan Dragon <ul style="list-style-type: none"> • Mid sized • Four wings instead of two • Carbon Monoxide Breath • Will have 1-6 Gear items that it is not afraid to use. 	2	4	3	5	14
6	Metallic Dragon - Brass <ul style="list-style-type: none"> • Scales are actual brass. Biological creature that mimics steampunk theme. • Being of order and logic • Breathes steam as an attack when chaos is encountered. 	4	3	4	4	15
7	Space Dragon <ul style="list-style-type: none"> • Black scales with specs that glow like distant stars. • “Solar Wind” breath - radiation with force that pushes the target back. • Very territorial, a single dragon may claim an entire solar system. 	3	4	4	5	16
8	Wolf Dragon <ul style="list-style-type: none"> • Covered in fur, could be mistaken for a human-sized bat. • Swarm stats - yes they fly in packs. • “Breath” weapon is a howl attack. • Attack creature that seems the weakest. 	4	5	3	5	17
9	Metallic Dragon - Iron <ul style="list-style-type: none"> • Scales are actual iron and resemble a suit of armor. • Breathes coal dust as an attack. • Enjoys conquest and destruction without ulterior motives. 	3	5	5	5	18
10	Dragon Spellcaster <ul style="list-style-type: none"> • Roll again on this chart for the “flavor” of the dragon, but use these stats. • Prefers to use spells rather than other attacks. • Loves to brag about their magical aptitude. 	4	5	6	4	19
11	Old Green, the Dragon <ul style="list-style-type: none"> • Prefers to not engage directly. Will send a minion instead, that they will support from a distance. • Imagine if a mob boss was a dragon. That’s Old Green. • Exhales a toxic, opaque gas to obscure an escape attempt if needed. 	5	3	6	6	20
12	Old Red, the Dragon <ul style="list-style-type: none"> • Bigger than you’d expect, with an even larger ego. • Likes to melt things with their fire breath for fun. 	3	5	6	6	20

3. Environmental Hazards

Pick what you want, or roll 2d6 to get something random!

NOTE: Non-sentient environmental hazards may not actively attack the characters if they take precautions. Order Stats are not dump stats in that regard.

#	Name/Notes	O	C	Br	Bo	Total
2	Toxic Air <ul style="list-style-type: none"> • Poison? Nanites? Tiny lifeforms? • May eat through protective layers. • Immune to Brains damage, automatically fails Brains based rolls. 	0	6	-	6	11
3	Living asteroid (Friendly) <ul style="list-style-type: none"> • Intends to follow the kobolds home like the largest puppy. • Inherently friendly and destructive (like most puppies) 	2	3	1	6	12
4	Living asteroid (Aggressive) <ul style="list-style-type: none"> • Sees ships as crunchy outsides with chewy centers. • Ambush hunter 	2	4	1	6	13
5	Impending Nova <ul style="list-style-type: none"> • Radiation “attacks” frequently. • Immune to Brains damage, automatically fails Brains based rolls. • Nova begins when Body reaches 0. • Consider setting a timer to count down until the big boom. 	2	6	-	6	14
6	Volcanic Eruption <ul style="list-style-type: none"> • Doesn’t have to be melted rock. • Immune to Brains damage, automatically fails Brains based rolls. • Lava flows threaten to destroy something important. 	4	5	-	6	15
7	Tremors <ul style="list-style-type: none"> • You feel the earth. Move. Under your feet. • Acts at least opportune moments. • Immune to Brains damage, automatically fails Brains based rolls. • “Killing” Tremors may destroy the vicinity. 	4	6	-	6	16
8	Fire! <ul style="list-style-type: none"> • This is not fine. • Spreads. May consume things not meant to be flammable. • Immune to Brains damage, automatically fails Brains based rolls. 	5	6	-	6	17

9	Volcano “God” <ul style="list-style-type: none"> Doesn’t have to be melted rock. Not actually a god, just threatens to destroy nearby things. Will have minions who worship it. 	4	5	3	6	18
10	Tiny, Hungry Black Hole <ul style="list-style-type: none"> Ship sized, but much more dense. Can move May stalk ship sized or larger objects. “Death” may result in a nova-style explosion. 	4	6	3	6	19
11	Cranky Nebula <ul style="list-style-type: none"> Is baby. Wants attention. Brains score reflects resilience against Brains damage more than mental abilities. Moves towards objects with gravity, crushing/asphyxiating them. 	4	5	6	6	20
12	Sentient Angry Star <ul style="list-style-type: none"> Demands tribute. (What could a star want?) Solar flare attacks Can’t actually move out of its orbit. 	5	4	5	6	20

4. Elf Armada

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Elf Red Shirt Away Team <ul style="list-style-type: none"> Do not have access to their own ship. Assume their deaths are imminent. Have their own mission that may or may not involve kobolds. 	3	2	3	3	11
3	Elf Scout Ship <ul style="list-style-type: none"> Short range only. Ships are grown rather than built, and resemble streamlined, glittery butterflies. Crew is a pilot and a gunner. 	2	3	3	4	12
4	Elf Guard Ship <ul style="list-style-type: none"> Short range only. Ships are grown rather than built, and resemble various stinging insects. Crew is a pilot and a gunner. 	2	4	3	4	13
5	Elf Cargo Ship	3	3	3	5	14

	<ul style="list-style-type: none"> Ships are grown rather than built, and resemble various beetles. Cargo can be anything: Food, munitions, passengers, etc. Crew assume hostile intentions, not entirely without cause. 					
6	Elf Long Range Scout <ul style="list-style-type: none"> Ships are grown rather than built, and resemble various migratory birds, usually waterfowl. Prefer to run rather than engage. If they escape, roll again on this table (ignoring Shipyard and Long Range Scout) to see what is sent to deal with the threat. 	4	3	4	4	15
7	Detachment from the Elf Armada <ul style="list-style-type: none"> Small group of ships geared more for science than for war. Usually on a research, escort, or retrieval mission. 	4	3	5	4	16
8	Elf Armada Shipyard <ul style="list-style-type: none"> Roll again on this table for an additional ally. Shipyard resembles a gigantic tree. 	6	2	3	6	17
9	Elf Stealth Special Ops Team <ul style="list-style-type: none"> Most likely directly opposed to the kobolds' mission. Their first action will be done by surprise. May use another Adversary (Roll again, any table) as a decoy encounter. 	4	6	4	4	18
10	Elf Armada Carrier <ul style="list-style-type: none"> Swarm stats include a complement of short range single-occupant fighters. Fighters resemble streamlined, glittery butterflies. Carrier resembles an enormous chrysalis. 	5	5	3	6	19
11	Elf Armada Warship <ul style="list-style-type: none"> Heavy on armaments, light on maneuverability. Shielding attempts to make up for inability to dodge. Rely on orders from higher up, in spite of distances. 	6	6	2	6	20
12	Elf Armada Flagship <ul style="list-style-type: none"> Looks like a flying forest ... in space. Will have minions from THIS table only. Captain assumes all orders given will be followed, even if given to kobolds. 	5	4	5	6	20

5. Undead

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
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2	<p>Floating, Flaming Skull</p> <ul style="list-style-type: none"> Likes to shoot fireballs out of its mouth. Loves a good joke. And a bad joke. And slapstick. Willing to bargain if you have something it wants. 	1	6	3	1	11
3	<p>Newly Raised Vampire</p> <ul style="list-style-type: none"> Power mad and far less cautious than they should be. Interpret “vampire” powers however you feel will fit best with your players. 	2	4	2	4	12
4	<p>Undead Sample Pack</p> <ul style="list-style-type: none"> Swarm of zombies and skeletons Consider rerolling (ignoring Undead results) to see what they were before they died. 	0	5	2	6	13
5	<p>Ranged Skeletons</p> <ul style="list-style-type: none"> May have bows, ray guns, bows that shoot rays, or something else. Swarm stats, tend to stand in formation and shoot volleys. Not very good at close-up combat. 	2	5	2	5	14
6	<p>Old lich that wants everyone to stay off of their “lawn”</p> <ul style="list-style-type: none"> Grumpy, but secretly likes having company. Claims (truthfully or otherwise) they own whatever location they’re encountered on. 	4	2	6	3	15
7	<p>Zombie Brute Squad</p> <ul style="list-style-type: none"> Swarm stats. If ordered to attack, they hit things until they stop moving. Doesn’t change targets before then unless ordered. If ordered to protect, they will stand in the way and try to block. 	3	5	2	6	16
8	<p>Vampire Royalty</p> <ul style="list-style-type: none"> Managed to live this long by being cautious and patient. Interpret “vampire” powers however you feel will fit best with your players. Roll again to determine minions. If the result is not already undead, consider them to also be vampires. Minions may not be 100% loyal. 	4	2	5	6	17
9	<p>Possessive Spirit</p> <ul style="list-style-type: none"> Enjoys the parody of life. Angered by anything that reminds them they are dead. Inhabits a host body until Body score reduced below 0. Not “dead” until Brains score reduced below 0. Host body may show signs of decay. 	4	4	5	5	18
10	<p>Vengeful Spirit</p> <ul style="list-style-type: none"> Wants revenge on the person, group, government, species, or planet that killed it. (Some think bigger than others.) 	6	6	6	2	19

	<ul style="list-style-type: none"> Willing to play the “long game” as direct confrontation isn’t helpful with a Body score of 2. 					
11	Necromantic Cult <ul style="list-style-type: none"> Swarm stats Stats are for what is encountered. Full cult membership may be much larger. Membership isn’t technically 100% undead, but most of the leaders are. Many will be liches or vampires. Cult provides dental and on-site childcare. 	5	5	5	5	20
12	Mummified Protector <ul style="list-style-type: none"> Wakes up if place/object it protects is disturbed. Wants to return to a sleep state as quickly as possible, but must ensure place/object is secured. If place/object has been destroyed, they will not rest until those responsible are destroyed. Then goes dormant permanently. 	5	5	4	6	20

6. Artificial Intelligences

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Helperbot 1000 <ul style="list-style-type: none"> Half as good as Helperbot 2000. More incompetent than malicious, but will defend itself. 	4	2	2	3	11
3	Robot Spiders! <ul style="list-style-type: none"> Swarm stats Size may vary, consider smaller swarms to have a lot more spiders. 	3	3	2	4	12
4	Spy Drones <ul style="list-style-type: none"> Swarm stats Not “armed,” per say, but can attack with rotors and/or ram. 	4	4	3	2	13
5	Supercomputer Bent on Multi-World Domination <ul style="list-style-type: none"> Roll to determine a minion. Weak by itself, will try not to reveal its location. 	4	1	6	3	14
6	Weaponized Robotic Interpreter <ul style="list-style-type: none"> Fluent in over 6 million forms of making suffering be your lot in life. You will feel their pain, but they’re sorry about that. It’s a living. 	5	5	3	2	15

7	Robotic Soldiers <ul style="list-style-type: none"> Swarm stats Usually humanoid Attack in formation 	3	4	3	6	16
8	Robotic General <ul style="list-style-type: none"> Will have a minion Gives orders to anyone/everyone, punishes with Brains damage if not obeyed. 	3	3	6	5	17
9	Rogue AI Controlled Ship <ul style="list-style-type: none"> Frequently insane. Ship design not capable of entering a gravity well. Roll for a minion. 	3	3	6	6	18
10	Supercomputer That Has Achieved Multi-World Domination <ul style="list-style-type: none"> Roll to determine a minion. Home system may be a Dyson Sphere, may be evenly distributed. 	4	3	6	6	19
11	Gray Goo <ul style="list-style-type: none"> World eating nanites. May not have eaten a world yet, but will if not stopped. Body score reflects the nanites being widely distributed, possibly airborne. 	4	6	6	4	20
12	Giant Mech <ul style="list-style-type: none"> May or may not have been designed to have a crew, but is currently autonomous. Weapon choices may fit any giant mecha trope. End goal may not be known, but it doesn't care what it smashes along the way. 	4	6	4	6	20

7. Other Kobolds

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Kobold Workers <ul style="list-style-type: none"> Swarm stats Dig, build, and move things Would rather run than fight. 	3	2	3	3	11
3	Kobold Supervisor <ul style="list-style-type: none"> Will have Kobold Workers as minions if Supervisor has not themselves been selected as a minion. "Leads from a safe distance." 	3	2	4	3	12

4	Kobold “Inventor” <ul style="list-style-type: none"> • “Invents” things by putting two other things together. Some things might be alive. • Sometimes “Invention’s” use is determined after the first use. 	2	3	5	3	13
5	Kobold Babysitter (& Hatchlings!) <ul style="list-style-type: none"> • Swarm stats include 1 or 2 bedraggled adults and countless hatchlings. (Imagine baby alligators.) • Order stat comes from the adults. Chaos stat comes from the babies. 	4	4	3	3	14
6	Kobold Trap Designer <ul style="list-style-type: none"> • Surprisingly good at their job. • “Swarm” stats, in that the traps count as attacks by the Trap Designer. • Mix of low tech and high tech traps. Sharpened sticks, counterweighted pulley systems, disintegrators, and thermal detonators are all fair game. • May have built too many traps. 	3	5	3	4	15
7	Average Kobold <ul style="list-style-type: none"> • Roll on the Careers table (KiS! Rules) for their job. • Works hard, but never stood out in kobold school. • May resent party for achieving more for less effort. 	4	4	4	4	16
8	Kobold Sorcerer <ul style="list-style-type: none"> • Anything not on fire is just going to have to wait its turn. • May have <i>slightly</i> overestimated their current power level. 	3	5	4	5	17
9	Swolbold <ul style="list-style-type: none"> • They lift, and they don’t skip leg day. • Not unintelligent, but did skip classes to go to the gym. 	3	6	3	6	18
10	Retired Kobold Adventurer <ul style="list-style-type: none"> • Saw the sights, did the things, earned rewards, and left it all for ... wherever it is the party just found them. • Not as spry as they used to be but can still teach a hatchling a thing or two. 	5	5	5	4	19
11	Kobold Adventurers <ul style="list-style-type: none"> • Swarm stats • They’re the best at what they do, and what they do is be another group of kobolds. In space. 	5	5	5	5	20
12	Kobold Leader <ul style="list-style-type: none"> • Roll on this chart to determine a minion. Take the result, even if it’s another Kobold Leader. • Prefers to delegate. It’s easier to blame others that way. • Directions are often confusing enough to inflict Brains damage. 	5	5	6	4	20

8. Aliens!

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Semi-Intelligent Metal Eating Slime <ul style="list-style-type: none"> Fire (or other element type) will do a minimum of two points of Br even on a Mixed Success. Only eats metal. Organic things are safe. Most ships and safety equipment are not organic, though... 	0	4	2	5	11
3	Floating Brain <ul style="list-style-type: none"> Uses telepathy/telekinesis as weapons. Roll again to pick a (mind controlled?) minion. 	2	3	6	1	12
4	Thing in a Jar <ul style="list-style-type: none"> “Jar” size is up to the GM. Glass and/or liquid is fogged so that it’s hard to see details. Roll again to pick a minion. Thing in a Jar can connect to machinery if left near it over time. It can use machinery that communicates wirelessly but needs a “hardwired” connection to assert direct control. 	3	2	6	2	13
5	Small Alien Carnivores <ul style="list-style-type: none"> Swarm stats Always hungry. Mostly mouths, teeth, and appendages to latch on Tactics? What tactics? They smell something edible, they go to eat it. 	3	5	3	3	14
6	Medium Alien Carnivores <ul style="list-style-type: none"> Swarm stats They hunt in packs, using tactics like tiring out the prey before they get close and/or flanking them. 	3	4	4	4	15
7	Alien Researchers <ul style="list-style-type: none"> Kobold-sized, with bulbous heads and large, onyx eyes. Like to reinforce their belief that they’re the best by “researching” the various flaws found in other species. Subjects of their research don’t tend to volunteer, so the Researchers tend to not ask. 	4	4	5	3	16
8	Big Game Hunting Alien <ul style="list-style-type: none"> On vacation. Likes to hunt things that can hunt back. Uses “more primitive weapons” for the sport of it. These include ray guns and homing missiles. “Nothing fancy.” 	4	4	5	4	17

9	Large Carnivore <ul style="list-style-type: none"> Eats and sleeps. Works alone unless it has an offspring to care for, in which case it eats more and sleeps less. Likes to be an ambush hunter, but is strong enough to break through walls so ambushing is more of a “fun” thing than a necessary thing. 	4	4	4	6	18
10	Energy Being <ul style="list-style-type: none"> Made of light, lightning, fire, plasma, or some other high-energy thing that is not solid, liquid, or gas. Natural state is amorphous but will shift to roughly resemble the beings it encounters. 	4	5	5	5	19
11	Hive Mind <ul style="list-style-type: none"> Swarm stats Could be biological, in which case organics are collected for food, or cybernetic, in which case organics are collected for assimilation. 	4	3	6	6	20
12	Ancient Engineer <ul style="list-style-type: none"> Has taken up residence among a “primitive” civilization and established itself as a deity in order to exploit a cheap workforce. May have financial, conquest, or other goals. 	6	4	6	4	20

9. Perfectly “Normal” People

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Small Panicking Group <ul style="list-style-type: none"> Swarm stats 10-50 individuals who are scared and not likely to calm down enough to listen to reason. Whatever one member of the group suggests is the best option, the rest of the group will likely follow. 	1	4	2	4	11
3	Refugees With Parasites... Big Parasites <ul style="list-style-type: none"> Consider swarm stats (Yes, that means one refugee goes, they all go. Ick.) 2nd stats are for parasites. Refugees might be ignorant of infection, know some (but not all) of them have it, or be actively spreading it. 	2 / 3	4 / 4	0 / 2	0 / 3	12
4	Perfect Storm School Field Trip <ul style="list-style-type: none"> Swarm stats may or may not include a teacher, teacher may or may not be in control. Ideally kobold students, but could be any species or even a 	4	5	2	2	13

	<ul style="list-style-type: none"> • mix. • Children are full of sugar and want to play with <i>everything</i>. • Even commonly unbreakable objects may succumb to these students. 					
5	Con Artist <ul style="list-style-type: none"> • Looking to swindle whatever they can out of the kobolds. • Reconsider any action on their part that might actually help the kobolds. Add a hidden cost. 	3	4	5	2	14
6	Legitimate Businessmen <ul style="list-style-type: none"> • Organized ... something • Willing to make you an offer and give you a reason to not refuse it. • Happy to offer protection from Legitimate Businessmen. 	4	4	3	4	15
7	Agent For a “Big Bad” <ul style="list-style-type: none"> • Will always be a minion for someone else (roll again to see who hired them). • Will pretend to be a helper NPC, but will not attack directly unless cornered. 	4	4	5	3	16
8	Conspiracy Theorist Survivalist <ul style="list-style-type: none"> • Armed to the teeth, with every necessity in their bunker. • May have forgotten ONE crucial supply. • The less coherent the conspiracy theory, the better. 	4	5	3	5	17
9	Large Mob <ul style="list-style-type: none"> • Swarm stats • Not organized protesters, but rather Black Friday shoppers, sports fans celebrating a championship, or some other less than reasonable group. 	2	6	4	6	18
10	Bored Trillionaire <ul style="list-style-type: none"> • Turned to villainy as a hobby. • Most plans involve acquiring even more wealth, even if the cost is more than the reward. It’s not the money, it’s the mental exercise. • Will attempt Xanatos Gambits that involve the kobolds. • Loves to go over the details with the kobolds. Values the opinions of beings that aren’t being paid to listen. • Will bring in a minion to cover escape if needed. 	5	5	6	3	19
11	Politician Against Whatever The Kobolds Are Doing <ul style="list-style-type: none"> • Not “anti-kobold” per se. They may even be a kobold. • A proponent of overregulation, underregulation (whichever obstructs the kobolds more), red tape, and other annoying aspects of bureaucracy. • May take bribes, but usually from beings more wealthy than the party. 	5	5	6	4	20
12	Completely Normal Person That Is Not A Murder-Bot	4	6	4	6	20

	<ul style="list-style-type: none"> • Is totally a murder-bot • Will pretend to be a helper-npc to assist kobolds on their mission before turning on them. 					
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10. Space Pirates

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Network Pirates <ul style="list-style-type: none"> • Swarm stats • Do Brains damage by unleashing a torrent of information. • Seek proprietary kobold knowledge so they can make it publicly available. • Not fans of paying people for their creative efforts. 	3	3	4	1	11
3	Pirate Mutineers <ul style="list-style-type: none"> • Swarm stats • The revolution was short. These are the ones who lost. • Still pirates, but they were left here without a ship. 	2	3	3	4	12
4	Pirate Swashbuckler <ul style="list-style-type: none"> • In it for the aesthetic. • Likes to show off to the point where effectiveness is limited. • If they were better at it, they'd be a captain by now. 	3	4	3	3	13
5	Pirate Brute <ul style="list-style-type: none"> • Good at moving things and smashing things. • Indoor movement is awkward. 	2	5	2	5	14
6	Pirate Captain <ul style="list-style-type: none"> • Will have a minion from this table only. If Legendary Pirate is rolled, then Pirate Captain is the minion. • Could be bloodthirsty, arrogant, elegant, suave, or whatever other stereotype you care to use. • May or may not be immune to iocane powder. 	3	3	5	4	15
7	Pirate Treasure Hunters <ul style="list-style-type: none"> • Swarm stats include ship and crew. • They have a map! Or are looking for a map! Or heard about a map in passing! • May very well be looking for the same thing as the kobolds. 	3	4	4	5	16
8	Pirate Blockade Runner <ul style="list-style-type: none"> • Swarm stats include ship and crew. • For when it absolutely, positively, needs to avoid tariffs overnight. 	4	3	5	5	17

9	Pirate Gunboat <ul style="list-style-type: none"> Swarm stats include ship and crew. Guns. Lots of guns. Relies on intimidation. Can't take what it can give. 	4	6	3	5	18
10	Pirate Flagship <ul style="list-style-type: none"> Swarm stats include ship and crew. Guns. Lots of guns. Relies on other ships for speed. This one's slow, steady, and armored. 	4	6	3	6	19
11	Legendary Pirate <ul style="list-style-type: none"> Will have a minion from this table only. As into loot as any pirate, but also has some kind of grand plan. 	4	5	6	5	20
12	Pirate Ghost Ship <ul style="list-style-type: none"> Swarm stats include ship and crew. Can harm the living, but can't collect loot. Still go through the motions. 	6	6	5	3	20

11. Grab Bag

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Monster Under The Bed <ul style="list-style-type: none"> Most likely a bed, but any dark location is fair game. Waits for nearby kobold to be alone. Strikes by creating scary illusions, literally feeds off of fear. If first attempts don't work, will ramp up. Explosive decompression, core breaches, and unattended children are all fair game for illusions. 	1	4	5	1	11
3	Irate Customer <ul style="list-style-type: none"> Would like to see the manager. Claims that the kobolds are not running a business will be ignored or seen as attempts at trickery. Will certainly get violent. 	1	5	1	5	12
4	Representative of The Local Homeowners' Association <ul style="list-style-type: none"> Swarm stats include an untold number of lawyers that appear 1 at a time to provide paperwork for Representative's claims.. Has found the kobolds in violation of various codes (some of which may have just been invented) and is prepared to fine them into obscurity. 	2	4	4	3	13

5	Doppelganger <ul style="list-style-type: none"> Will attempt to infiltrate the kobolds, pretending to be whichever kobold isn't present. Will actively work to keep the kobolds separated to facilitate impersonations. Loves a good practical joke ... or a bad one. 	3	4	5	2	14
6	Creepy Doll <ul style="list-style-type: none"> Will not move when watched, but will move. Causes those nearby to hurt themselves or others. 	4	4	5	2	15
7	Mimic <ul style="list-style-type: none"> Can imitate any simple object made of wood or stone, but really likes treasure chests for some reason. Lies in wait, attacks when touched. 	5	5	2	4	16
8	Living Air, Earth, Fire, or Water <ul style="list-style-type: none"> Pick one Will coalesce into a vaguely humanoid shape. Deeply troubled by anything not like it. (Living Water will try to soak everything, Living Fire will only think things are fine if everything is burning, etc.) 	3	6	4	4	17
9	Werewolf <ul style="list-style-type: none"> Non-wolf form could be anything common in the area the kobolds visit. If uninhabited, make it a kobold. Doesn't have to be a wolf. 	4	5	4	5	18
10	Revolutionaries <ul style="list-style-type: none"> Swarm stats Can belong to any country represented nearby, but want to overthrow it. Will see kobolds as directly opposed to (or useful, ignorant tools for) their goals. 	4	5	5	5	19
11	Bored Reality Bender <ul style="list-style-type: none"> They just want to have a fun time. Will help or hinder based on whatever's needed to make the "game" last longer. Can bend their own reality, trading their stat scores as needed. 	6	6	6	2	20
12	Released Space Kraken <ul style="list-style-type: none"> Just got out and is ready to party. "Party," in this case, means destroying any ships/cities they encounter. 	4	6	4	6	20

12. Eldritch Horror

Pick what you want, or roll 2d6 to get something random!

#	Name/Notes	O	C	Br	Bo	Total
2	Eldritch Mostly Disembodied Gibbering Voices <ul style="list-style-type: none"> Barely visible, can walk through walls Will always choose to harm rather than defend themselves. 	0	6	5	0	11
3	Eldritch Fanatic Cultists <ul style="list-style-type: none"> Eager to appease the beings they serve, but may be very wrong about how they choose to do it. Consider rerolling (ignoring Eldritch Horror results) to see what the cultists look like, but use the stats here. 	1	3	4	4	12
4	Eldritch “Enlightened” Cultists <ul style="list-style-type: none"> Have received “guidance” from the beings they serve. Consider rerolling (ignoring Eldritch Horror results) to see what the cultists look like, but use the stats here. Whatever the result, being “enlightened” will have changed the cultists appearance in some way. 	1	4	4	4	13
5	Eldritch “Ascended” Cultists <ul style="list-style-type: none"> Whatever they were, they aren’t, now. Extra limbs abound, proportions will vary. Will be working on a device (mechanical, biological, or both) to wake up or summon an old god. 	2	3	4	5	14
6	Eldritch Living Beacon <ul style="list-style-type: none"> Mechanical, biological, a combination of both, or something else altogether. Built/grown to summon/awaken something far worse. 	2	3	5	5	15
7	Eldritch Corrupted Town <ul style="list-style-type: none"> Residents and structures are all of one mind. Hive mind? Single entity controlling everything? Puppets? Take your pick! Goal is to maintain a status quo that might not include kobolds. Consider rerolling (ignoring Eldritch Horror results) to see what the town residents look like, but use the stats here. 	4	3	3	6	16
8	Eldritch Hunter/Seeker <ul style="list-style-type: none"> Someone or something is needed for an unknowable purpose. This might be something the kobolds possess or are seeking. This might be one or more of the kobolds. The Hunter/Seeker does not want what it’s seeking to be harmed ... before it’s delivered, at least. 	5	2	5	5	17
9	Eldritch Offspring <ul style="list-style-type: none"> Avatar of an old god not yet come into their full power. May or may not understand the goals of their parent. 	4	5	4	5	18

	<ul style="list-style-type: none"> Consider rerolling (ignoring Eldritch Horror results) to see what the offspring looks like, but use the stats here. Roll for a “minion” that is attempting to guide the offspring’s decisions. In what direction, who can say? 					
10	Eldritch Chosen Servant <ul style="list-style-type: none"> Present because someone / something earned the ire of an eldritch being. Focus of the servant’s wrath might already be “punished,” might be another, present Adversary, or might be the kobolds. 	3	5	5	6	19
11	Eldritch Slumbering Old God <ul style="list-style-type: none"> Wakes up grumpy. Will have a minion dedicated to waking it up or keeping it asleep (50% chance of either). Can do Brains damage even while sleeping, if disturbed. 	3	5	6	6	20
12	Eldritch Galaxy Sized Unknowable Entity <ul style="list-style-type: none"> Phenomenal cosmic power, but can only interact through portals. Will have a minion dedicated to maintaining the portal. If the minion stops maintaining the portal, the EGSUE will be trapped on its side. 	2	6	6	6	20

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