

Kobold Engineer

A game about dungeons and the small, dragon loving,
kobold engineers who build them.

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A Game Chef 2012: Last Chance, entry.

Ingredients:

1. Coyote
2. Dungeoneer.

Forge Post: <http://indie-rpgs.com/archive/index.php?topic=3039.0>

3. A simple, silly fantasy game.

Forge Post: <http://indie-rpgs.com/archive/index.php?topic=11663.0>

4. Skill Trees.

Forge Post: <http://indie-rpgs.com/archive/index.php?topic=25661.0>

Overview

Kobold Engineer, is a game that gives the cannon fodder a chance to strike back at the adventurers. This game requires two or three players and one facilitator. Of course you can ignore this and try with up to 5 players, but don't say that I didn't warn you.

There are three phases of play:

Building Phase, Dungeon Phase and Scoring Phase.

You will need a pair of six sided die for each player and a stack of index cards.

You are all rival apprentices in Coyote's Dungeon Laboratory and have worked under the wiley master for ages. Today, he strides in and announces "Today you will all build one dungeon, we will test it and I shall select my heir from amongst you."

If you fail, you might wind up in the dungeon yourself. What's an engineer to do?

The Setup

Each player selects a Kobold Character based on how many players are playing. Players select the character going counterclockwise from the facilitator.

The Kobolds

Kobold society lives in the shadows of larger races and as such, they are prone to only giving their surname to outsiders. Within society, they are known for using their full names.

2 Players

Geor Jia Lat

Comes from a line of dungeon engineers and is known for being a favorite of Coyote.

+2 tokens

-1 hallway

Ru DoI Paz

A clever kobold who has worked under two chromatic dragons. Unfortunately, he still looks a bit like a dog.

-4 tokens

+1 room

3 Players

Ave Nain Cak

Once killed a party of adventurers with just a spoon and a lantern. She won't even tell Coyote

about it.

-2 tokens

+2 rooms

Oel Eve Bot

A bit of a black sheep of the lab. Occasionally has an excellent trap.

-4 tokens

-1 room

Ma Theu Vor

Brash and cocky. Is good at building traps and knows it.

+4 tokens

-2 rooms

-1 hallway

Build Phase

The build phase is comprised of three steps:

1. Each character starts with a base of 20 tokens to split between 3 trapped rooms and 2 hallways. You can spend as many or as few tokens as you like, but you cannot spend more than 20.
2. Going clockwise, You select your traps from the character appropriate (S)kill tree and write them down on one side of an index card. You have two minutes to build each room.
3. You continue to take turns choosing the traps for each room and turning cards over to the facilitator.

Buying Your Build

Each player takes turns buying traps on the (S)kill tree. Since secrecy is at a premium, be sure to turn over your card with the trap written on it. Label each card with the Trap(s) on it, if it is a hallway or room and your character's name. You can combine traps in the same room or hallway for devastating effects!

Cost	Category	Elemental	Primal	Physical
2 tokens		Moat	Camouflage	Hidden Switch
4 tokens	Barrier	Lava	Vines	Spear wall
		Flame	Oil	Rocks
8 tokens	Lures	Explosive corridor +1 difficulty	Sirens	Rolling boulder +1 difficulty

12 tokens	Isolators	Tornado +2 difficulty	Quicksand +1 difficulty	Pit +2 difficulty
16 tokens	Sentient	Fire Elementals +3 difficulty (- 1 difficulty for Wizard)	Dragons +4 difficulty (-2 for Paladin)	Animated Weapon +3 difficulty (no effect Paladin)
			Giant Spiders	

Trap Placement

The facilitator will shuffle and arrange the rooms and hallways into a dungeon. One additional room is made for the adventurers to enter, that is trap free, called the Start Room. The blank side of the index cards will be labeled with Room or Hallway. The room/hallway cards will be flipped over to reveal the trap when the party enters the space in the "Move Phase."

Dungeon Phase

Adventurer Generation

Adventurers have three relevant traits:

Sneaking: dexterous activities like sneaking, climbing.

Detecting: mental activities like perception and reasoning.

Fighting: athletic activities like fighting, but also timing and instinctual movement.

These traits are given to having these base scores: 0, 2, 4, 5

You can use the pre-generated table below for adventurers.

If you prefer to generate your own:

HP = 2d6

Sneaking

Cleric = 0

Paladin = 0

Wizard = 2

Thief = 5

Fighter = 4

Detecting

Cleric = 4
 Paladin = 2
 Wizard = 5
 Thief = 4
 Fighter = 0

Fighting

Cleric = 2
 Paladin = 5
 Wizard = 0
 Thief = 2
 Fighter = 5

For general reference: You should only have a few thieves in the adventurer “testers” set. Usually they are sneaky, stealthy and hard to catch.

Class	Sneaking	Detecting	Fighting
Paladin.	0	2	5
Cleric.	0	4	2
Wizard.	2	5	0
Fighter.	4	0	5
Cleric.	0	4	2
Thief.	5	4	2
Fighter	4	0	5
Paladin.	0	2	5
Cleric.	0	4	2
Paladin.	0	2	5
Wizard.	2	5	0
Fighter.	4	0	5
Thief.	5	4	2
Fighter.	4	0	5

Wizard.	2	5	0
Paladin.	0	2	5
Thief.	5	4	2
Wizard.	2	5	0

Running the Dungeon

The facilitator will create a stack of index cards that have these vital statistics and pass out one to each player.

Play begins in the room labeled “Start” and proceeds in rounds. Each round has a “Move Phase”, a “Sneaking Phase” and an “Outcome Phase.”

In the Move Phase, the adventurers choose a single room to try and enter as a group.

In the Sneaking Phase, the adventurers try to detect, sneak or fight a particular trap.

In the Outcome Phase, the adventurers deal with the outcomes of the sneaking phase and the room is scored.

Move Phase

In this phase, the players decide what room to visit in the dungeon.
The party cannot be split.

Sneaking Phase

The Sneaking Phase takes place immediately after the players enter the room.

Getting around a trap:

sneaking + detecting

Fighting in adverse conditions:

detecting + fighting

Players must roll below their combined score on 2d6 to succeed. If successful, then they can proceed to the next move phase. If they are unsuccessful for one of the rolls, then they proceed to outcome phase.

Outcome Phase

The Outcome Phase is when the adventurers either survive fighting/sneaking in the dungeon or the dungeon engineers score points.

Surviving a triggered trap:

sneaking + fighting

Players must roll below their combined score on 2d6 to succeed. If they fail this roll, then the adventurer is considered fallen and the character sheet is placed on top of the room/hallway in the dungeon.

At the end of the round, the room/hallway and all fallen adventurers are removed from play, the trap either sprung or disabled.

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As soon as a character falls, the facilitator the player receives a new character card and continues play.

Play continues until the adventurers reach the final trap room in the dungeon. At that point, the Dungeon Phase is over and it is time for scoring and Coyote's judgement.

Scoring Phase

Not all traps are created equally, nor are scores.
Each trap that kills an adventurer awards points for the dungeon engineer.
Facilitators must make note of the class that is caught in each trap.

Cleric +1
Paladin +1
Wizard +2
Thief +5
Fighter +2

If all adventurers escape a room (this does not apply to untrapped rooms/hallways) without setting off the trap, then it is **scored as a -1**.

If it is a total party kill, **add 1d6** to the score for the room.

The Reveal

*Points are points and there must be a winner. Unfortunately, Coyote doesn't play fair.
Adjust the player's final scores based on what Coyote thinks of each character:*

Geor Jia Lat
Same as all of the other Lats before. :yawn:
-4

Ru Dol Paz
We should look more like dogs anyway.

+2

Ave Nain Cak

Could be the best or the worse Dungeon engineer or the worse.

+2d6

Oel Eve Bot

Awkward, yet very thoughtful about trap placement.

-2 points

Ma Theu Vor

What a horse's ass. I should have thrown 'im in the dungeon years ago.

5 - 1d6 points (yes, negative points are possible)

Final scores are tallied and the kobold with the highest score is named heir of Coyote is crowned Kobold Engineer.