

HOW MANY TIMES IT TAKES TO KILL A KOBOLD IN
EACH LEVEL OF WORLD OF WARCRAFT

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Abstract

The purpose of this study is to identify how many times it takes to kill the certain mob in the game of World of Warcraft called a Kobold with the spell firebolt and frostbolt and to examine how much hit damage the mob takes depending on the level they are. Depending on how high the level of the kobold was ended up effecting how many times it took to kill the mob with each spell. It turned out that it took from 3 to 7 firebolts to kill the kobolds all starting at level 1 and ending at level 8. The higher the level of the kobold, the more times it took to kill it with the firebolt. At a certain point, the character got an upgraded firebolt spell, but it still proved that it took close to as many firebolts to kill the kobold of higher levels as it did the lower levels. The frostbolt took more times to kill the kobold because each spell does less damage to the mob, but it was still able to kill it before the character died.

Introduction

Playing World of Warcraft is one of the most popular video games in our world today. Many different people play it from all different ages as well as all different places and types of people. This game attracts many young players and it is a source of fun and relaxation for everyone who plays it. Some people use it as a way to escape from the hard things going on in their life as well as just to relax their brains in preparation to do something else. However, not only do people just play the game, but a lot of research has been done on the game. Because it is such a complex game and a whole other complicated world, it is possible to do many aspects of different research on the game. Ryan Fritsch states in his *Beginner's Guide to The World of Warcraft* about the game, "the World of Warcraft truly is a world. Its huge natural environment includes dry

deserts, lush forests, towering peaks, and inky depths. The eight main races each have incredibly deep and distinct cultures whose beliefs, lore and lifestyle permeate the thousands of possible quests that one can embark upon. The massive capital cities even offer all the services that you would expect a civilization to have.” In this instance, this research was thought of because in the game, the goal is to kill things, so the author decided to test how many times it took to kill a kobold and how much damage it had.

On one of the World of Warcraft websites called WoWWiki, it states that kobolds “are rat-like humanoids that dwell in underground tunnels and spend their lives mining.” They are just a basic mob in the game and were chosen for research because the research can be done accurately due to the fact that each kobold of the same level has the same hit damage and are all very similar. In this way, it is easy to test how many firebolts kill the kobold of each level as well as frostbolts. On one of the World of Warcraft websites called *Allakhazam*, it states a Rank 1 firebolt “hurls a fiery ball that causes 14 to 22 fire damage,” a Rank 2 firebolt “hurls a fiery ball that causes 31 to 45 fire damage,” and a frostbolt “launches a bolt of frost at the enemy, causing 18 to 20 frost damage.” This research is different from the previous research because the author is studying a specific mob and looking at the number of spells it takes to kill it as well as the hit damage. The purpose and hypothesis is the higher the level of the character, the less times it takes each spell to kill the kobold.

Methods

First off, overall, the researcher was trying to figure out the amount of times it takes to kill a kobold. The overall research method is that the researcher is counting the number of fireballs and frostbolts it takes to kill a kobold at the same corresponding level

as the character. It was figured out that the hit damage points can be figured out by looking at how many the character has against other things and characters. Then the character goes and kills the kobold, and the numbers are looked at after the death. Then when subtracted, the hit damage points can be figured out.

The player decided to go about the research by looking for kobolds in the game by the mines in the game. There are three mines in the area that a human character starts at: the Elwynn forest. Each mine in the forest has numerous levels of kobolds. For instance, the Echo Ridge mine has kobolds from level 1-4. The Fargodeep Mine has kobolds from levels 5-7. Lastly, the Jasperlode Mine has kobolds from levels 6-8. This is the reason that the Kobolds were a good thing to research, because there are wide ranges of levels. Next, the research had to be kept pretty concentrated. The research could have been conducted as the character levels in the process where the character kills every level of kobold for the single level the character is in and record the results. For example, if the character was a level one, she would kill a kobold for every level from 1-8. However, this process would have been very complicated. So it is easier and more effective to kill a kobold corresponding to the level of the character.

The research, therefore, was actually conducted in a process in which the character was killing kobolds of the same level so that the research was very specific and accurate. This is due to the fact every killing of a kobold can be read in the same way because the character is the same level so there is no interpreting between how many times it takes to kill a level 6 kobold when the character is a lower level compared to a higher one. All that is being researched and interpreted is the level of the kobold and how

many times it takes to kill it with a character of the same level. This makes the research very specific, which is greatly needed with regards to the research question.

The research began when a new character was created. The character began at the first level and three kobolds were killed for every level to make sure the research was accurate. The character started killing kobolds by the Echo Ridge mine. Each kobold was killed and before and after, the number of total damage was recorded. Then these numbers were subtracted for each creature to figure out the hit damage points for each of them. Once the kobolds were killed at the beginning of the start of the new character, the game was played to level the character so the research could continue. The first few levels went by fast because it did not take a lot of experience and quests to level the character. As the levels increased, however, a lot of time was spent in between research playing the game so the character could level to the next level. There were a few other things that were recorded for the research as well.

To keep the research accurate, there was another spell used, but it could not be qualitatively recorded. This spell is the ice shield and is a spell that is cast on the character that protects that character. This spell protects the character from damage caused by spells cast by other characters. This spell was kept on every time a kobold was killed. The other thing that was recorded was the level that each of the new spells was acquired. Also, the level in which the second rank of the firebolt spell was obtained. The last thing that was recorded was the armor the character had during every level. At the beginning of each level, this was recorded. All armor acquired by playing through quests to complete the level were not used until the beginning of the new level, and this is when

it was recorded. This additional armor was used during the killings of the kobolds for that new level.

After all three levels were recorded at Echo Ridge Mine, the character went to Fargodeep Mine and moved onto the next level. The levels of kobolds that were available at that mine were killed and recorded as well. Then the character moved onto the Jasperlode mine and killed all the kobolds there. The killing of kobolds had to be well thought through because the character was a human mage. This means that it was hard to conduct research and count the number of spells used if there was more than one kobold attacking the character. In turn, the character had to kill kobolds that were in certain areas alone. The hardest levels to kill were seven and eight because there was only one kobold of level seven in the Fargodeep mine and only one of level eight in the Jasperlode mine. These two kobolds were in the deep places in the mine so all the other kobolds had to be killed before this one could be recorded. For this reason, there was a lot of analyzing going on to get the research needed. The last two levels were the only levels that the spell frostbolt was available. For this reason, twice as many kobolds were killed for these two levels because there were three for the firebolt research and three for the frostbolt research.

Results

The research that was recorded was pretty complicated in the fact that it was a pretty specific process. Three kobolds were killed for each level and the hit damage points were recorded for each of them. The points ended up being the same for each kobold of the same level. As the levels increased, the kobolds had more total hit damage points. The other thing that was recorded was the armor of the character at the start of

each new level. The main thing recorded that the research was based on was the amount of each spell it took to kill each kobold. The research proved not to parallel the hypothesis because the spell number increased with the level of the kobold.

For level 1, the armor that the character had was Apprentice's Pants with 2 Armor, Apprentice's Robe with 3 Armor, Apprentice's Boots with no Armor, and Apprentice's shirt with no armor. The three kobolds killed were all kobold vermin, and were at level 1 as well. All three of them had 42 hit damage points. Two were killed with 2 firebolts, and one took three to kill. In level 2, there was no new armor. The types of mobs were again kobold vermin at level 2. The hit points for all three were the same, 55 hit damage points. One kobold was killed in 4 firebolts, and the other two took 3 firebolts. The level 3 armor was frayed shoes with 5 armor, a frayed robe with 8 armor, a frayed belt with 3 armor, apprentice's pants with 2 armor, and an apprentice shirt. The kobold workers were level 3 and had 71 hit damage points. Once again, 4 firebolts were used to kill two kobolds and one was killed by 5 firebolts. In the case of level 4, the armor was frayed pants with 4 armor, a ragged cloak with 3 armor, a frayed belt with 3 armor, outfitted gloves with 6 armor, a frayed robe with 8 armor, an apprentice's shirt, and frayed shoes with 5 armor. In this level, the spell arcane intellect was obtained and the character's spell trainer taught her how to use it. All the kobolds in this level were laborers of level 4. They all had 86 hit damage points. Like the level before, the kobolds were killed by 4, 4, and 5, firebolts.

The level 5 armor was a frayed cloak with 5 armor, outfitted gloves with 6 armor, frayed pants with 4 armor, a frayed robe with 8 armor, an apprentice's shirt, a frayed belt with 3 armor, soft fur-lined shoes with 7 armor, and a

new weapon: militia quarterstaff with 6-9 damage. The kobold tunnelers at level 5 were killed by 5 firebolts, 5 firebolts, and 6 firebolts. All three of them had 102 hit damage points. The armor for level 6 was a winestained cloak with 5 armor, a frayed robe with 8 armor, an apprentice's shirt, outfitted gloves with 6 armor, a frayed belt with 3 armor, tapered pants with 9 armor, soft fur-lined shoes with 7 armor, and patchwork braces with 7 armor. The kobold tunnelers at level 6 were killed by 6, 6, and 7 firebolts and had 120 hit damage points.

Level 7 armor included patchwork shoes with 12 armor, a winestained cloak with 5 armor, a frayed robe with 8 armor, an apprentice's shirt, patchwork braces with 7 armor, outfitted gloves with 6 armor, a frayed belt with 3 armor, and tapered pants with 9 armor. In this level, the character was trained to conjure water and food, as well as get the spell rank 2 firebolt, fireblast rank 1, and frostbolt rank 1. This is the first level that the frostbolt was used to kill a kobold. Then the firebolt was used as well on a separate kobold. All the kobolds were miners at level 7. The three were killed with 4 firebolts each. The other three were killed with 7 frostbolts, 6 frostbolts, and 7 frostbolts. At the beginning of level 8, the character got no new armor. The kobold geomancers were level 8 and had 143 hit damage points. Three of them were killed with 4 firebolts again. The other three were killed with 7 frostbolts each. All of this data can be viewed in table 1.

Discussion

. The hypothesis stated that it would take less firebolts to kill the kobolds as the level of the character increased. Even though the research did not prove the hypothesis to be right, the outcome of the research made more sense as thought was put into it. The main reason that the number of firebolts it took to kill the mob increased with the level

Table 1

Level	Type of mob	# of the spell	# of hit damage points
Level 1	Kobold Vermin Lev. 1	2 firebolts	42 hit damage points
	Kobold Vermin Lev. 1	2 firebolts	42 hit damage points
	Kobold Vermin Lev. 1	3 firebolts	42 hit damage points
Armor Lev 1: Apprentice's Pants 2 Armor, Apprentice's Robe 3 Armor, Apprentice's boots 0 Armor, Apprentice's Shirt 0 Armor			
Level 2	Kobold Vermin Lev. 2	3 firebolts	55 hit damage points
	Kobold Vermin Lev. 2	4 firebolts	55 hit damage points
	Kobold Vermin Lev. 2	3 firebolts	55 hit damage points
Armor Lev 2: no new armor			
Level 3	Kobold Worker Lev. 3	5 firebolts	71 hit damage points
	Kobold Worker Lev. 3	4 firebolts	71 hit damage points
	Kobold Worker Lev. 3	4 firebolts	71 hit damage points
Armor Lev 3: Frayed Shoes 5 Armor, Frayed Robe 8 Armor, Frayed Belt 3 Armor, Apprentice's Pants 2 Armor, Apprentice's Shirt 0 Armor			
Level 4 Spell: Arcane Intellect	Kobold Laborer Lev. 4	5 firebolts	86 hit damage points
	Kobold Laborer Lev. 4	4 firebolts	86 hit damage points
	Kobold Laborer Lev. 4	4 firebolts	86 hit damage points
Armor Lev 4: Frayed Pants 4 Armor, Frayed Robe 8 Armor, Ragged Cloak 3 Armor, Frayed Belt 3 Armor, Outfitted Gloves 6 Armor, Apprentice's Shirt, Frayed Shoes 5 Armor			
Level 5	Kobold Tunneler Lev 5	5 firebolts	102 hit damage points
	Kobold Tunneler Lev 5	6 firebolts	102 hit damage points
	Kobold Tunneler Lev 5	5 firebolts	102 hit damage points
Armor Lev 5: Frayed Cloak 5 Armor, Outfitted Gloves 6 Armor, Frayed Pants 4 Armor, Frayed Robe 8 Armor, Apprentice's Shirt, Frayed Belt 3 Armor, Soft Fur-lined Shoes 7 Armor, Militia Quarterstaff 6-9 Damage.			
Level 6	Kobold Tunneler Lev 6	7 firebolts	120 hit damage points
	Kobold Tunneler Lev 6	6 firebolts	120 hit damage points
	Kobold Tunneler Lev 6	6 firebolts	120 hit damage points
Armor Lev 6: Winestained Cloak 5 Armor, Frayed Robe 8 Armor, Apprentice's Shirt, Outfitted Gloves 6 Armor, Frayed Belt 3 Armor, Tapered Pants 9 Armor, Soft Fur-lined Shoes 7 Armor, and Patchwork Braces 7 Armor.			
Level 7 Spell: Conjure Water, Conjure Food, Rank 2 Firebolt, Rank 1 Fireblast, Rank 1 Frostbolt	Kobold Miner Lev. 7	4 firebolts	137 hit damage points
	Kobold Miner Lev. 7	4 firebolts	137 hit damage points
	Kobold Miner Lev. 7	4 firebolts	137 hit damage points
	Kobold Miner Lev. 7	7 frostbolts	137 hit damage points
	Kobold Miner Lev. 7	6 frostbolts	137 hit damage points
	Kobold Miner Lev. 7	7 frostbolts	137 hit damage points
Armor Lev 7: Patchwork Shoes 12 Armor, Winestained Cloak 5 Armor, Frayed Robe 8 Armor, Apprentice's Shirt, Patchwork Braces 7 Armor, Outfitted Gloves 6 Armor, Frayed Belt 3 Armor, Tapered Pants 9 Armor.			

Level 8	Kobold Geomancer	4 firebolts	143 hit damage points
	Kobold Geomancer	4 firebolts	143 hit damage points
	Kobold Geomancer	4 firebolts	143 hit damage points
	Kobold Geomancer	7 frostbolts	143 hit damage points
	Kobold Geomancer	7 frostbolts	143 hit damage points
	Kobold Geomancer	7 frostbolts	143 hit damage points

Armor Lev 8: no new armor

was due to the fact that the mob got stronger and the character stayed the same level as the mob. This means that during the research, the character was the same level as the mob no matter what level it was. For this reason, the character got stronger because it got better armor and better spells, but the kobolds got better as well because they were increasing levels too. This can be seen in the fact that the hit damage points increased as the level of the kobold increased, meaning it took longer and to kill them. For this reason, the number of firebolts increased. If the research had been that the character would keep leveling but still kill level 1 kobolds at the beginning of each level instead of kobolds of the same level as the character, the hypothesis would have been correct. Because this is not the case, the numbers increased.

There is one point in between the killing of kobolds in level 6 compared to level 7. In the table, one can see that the number of firebolts needed to kill the kobolds decreased. This is because the second rank of the firebolt spell was obtained, so it had more hit damage. Therefore, it took a less amount of spells to extinguish the kobold. One will also see that in level 7 and 8, research is also recorded regarding how many times it takes to kill a kobold with the frostbolt spell. These numbers appear to be the same as what the amount of firebolts should be to kill a kobold if not for the second rank of the spell. This is because the amount of hit damage that the rank 1 firebolt and rank 1

frostbolt spell do is almost the same. In conclusion, the reason the firebolt number increased was due to the fact that the character was always the same level as the kobold.

There were a few limitations of the study. The most important one was the fact that at each mine, there are a lot of kobolds at lower levels. However, there is usually a few higher level kobolds as well. Often, there was one kobold of the highest level. Since the research was needed on this level kobold, it was necessary to kill it, and wait a few minutes to let the game revive the kobold and for it to appear again in the mine. The other hard thing was that this kobold was usually deep in the mine surrounded by a lot of other kobolds. Therefore, in obtaining the research, the character died a lot and it took a lot of time to get the research needed.

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