

# Kobold Facts!

Thanks for signing up to Kobold Facts! Kobolds are tiny, scaly creatures who live deep underground and love to make traps and collect shiny treasures! They are really good at digging and finding gems, and they are also brave warriors who will do anything to protect their friends and family! You'll now receive a new Kobold Fact every day.

## Author

By Joseph Fowler. That's me! If you use this in your game, I'd love to hear about it. Get in touch:

- Email: [joe@jifish.co.uk](mailto:joe@jifish.co.uk)
- Mastodon: [@joe@social.jifish.co.uk](https://joe.social.jifish.co.uk)
- Twitter: [@jifish](https://twitter.com/jifish)

Also see my other creations at <https://jifish.co.uk>

## What is This?

If you're familiar with the “[Cat Facts](#)” meme, this will make more sense. Essentially, this item is a harmless prank you can pull on your players.

### Sending Stone of Kobold Facts

Wondrous item, rare

The stone appears to be one-half of a set Sending Stones. It is carved with an image of a kobold.

**Curse** If held, you are cursed to keep the stone until *remove curse* or similar magic is used. If you attempt to destroy or discard the stone, it will find its way back into your pocket.

Once per day, the holder of the stone will receive a *Sending* spell, transmitting a kobold fact directly to their mind. The holder can send a reply *once per day*, but it is useless. Nothing they send will stop the messages.



## Facts!

All the provided Kobold Facts are under 25 words - suitable for a sending spell.

1. Kobolds are known for their love of traps and pitfalls, often designing elaborate and dangerous mazes within their underground lairs.
2. A group of kobolds is called a “clutch.” They are fiercely loyal to their own kind and will defend their territory with ferocity.
3. Kobolds are excellent miners and diggers, and they have been known to create extensive networks of tunnels and mines.
4. Some kobolds worship dragons and will go to great lengths to appease them, often offering tribute and doing their bidding.
5. A kobold’s small size belies its cunning and resourcefulness. They are known to use their surroundings to their advantage.
6. Kobolds have a strong sense of community and culture, often living in hierarchical societies led by their strongest and most cunning members.
7. Kobolds are known for their love of glitter and shiny objects, often decorating their lairs with gems and trinkets.
8. Despite their reputation for being dangerous, kobolds have a playful and mischievous side, and are known to pull pranks on their friends and allies.
9. A kobold’s tail is incredibly expressive and is often used to convey their mood and emotions.
10. Kobolds have a passion for storytelling and are known to gather around the fire to share tales and legends from their culture.
11. Kobolds are avid burrowers and love to make cozy nests, often lining them with soft mosses and fur.
12. Despite their small size, kobolds are surprisingly strong and agile, making them capable hunters and fighters.
13. In some cultures, kobolds are considered to be good luck and are believed to bring wealth and prosperity to those who treat them well.
14. In some legends, kobolds are said to be the guardians of hidden treasures, and will only reveal these secrets to those who earn their trust.
15. Kobolds are fiercely loyal to their families and communities, and will stop at nothing to protect them.
16. Kobolds shed their skin periodically, much like lizards.
17. A female kobold can lay her eggs within two weeks and young kobolds can walk just hours after hatching.
18. Some kobolds show their affinity for a particular kind of dragon by dying their garments to match the dragon’s color.
19. Kobolds have a soft spot for baby animals and will often adopt and care for runts and orphans.
20. Most kobolds go without footwear as they require the dexterity in their feet for their daily activities.

21. At some point, kobolds learned to domesticate dire weasels and some even became lycanthropic.
22. Some kobolds are born with wings, making them a rare and highly valued member of kobold society.
23. The history of the kobold tribe is recorded on the walls of a special room in every lair and is depicted through pictorial representations.
24. Kobolds are known for their quick reflexes and ability to work in tight spaces, making them formidable opponents in combat.

## No more facts?

If you run out of facts, there's always google. Or just start making 'facts' up.

## Fun Replies!

If the holder attempts to use Sending to get the messages to stop, you can use some of the following replies:

- To stop receiving Kobold Facts, use sending to reply "STOP"
- The magic words were not recognized. Fear not, you shall continue to be enlightened with kobold knowledge.
- To confirm cancellation, use sending to reply "I love kobolds!"
- We're receiving too many sendings at the moment. Please try again later.
- The sending stone hub is temporarily down. Try again.
- ERROR (1d100) - OUT OF CHEESE

## Backstory

The stones were created by a well-meaning kobold wizard called Cuuko, who wanted to improve the perception of Kobolds by teaching others about them. Unfortunately, he instead caused much confusion and annoyance. The stones' uncanny ability to turn up again once thrown away was in fact supposed to prevent the owner from accidentally losing it. It is likely players will never discover Cuuko and his misguided plan.

## Legaleese

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## Cuuko

*Small humanoid (kobold wizard), neutral good*

**Armor Class** 12

**Hit Points** 28 (5d6 + 10)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

**Skills** Arcana +5, Insight +2, Persuasion +2

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** Draconic, Common

**Challenge** 2 (400 XP)

**Sunlight Sensitivity.** While in sunlight, Cuuko has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Pack Tactics.** Cuuko has advantage on an attack rolls against a creature if at least one of his allies is within 5 feet and the ally isn't incapacitated.

## Actions

**Spellcasting.** Cuuko is a 5th-level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Cuuko has the following spells prepared:

- Cantrips: Fire Bolt, Light, Mage Hand, Prestidigitation
- 1st level (4 slots): Charm Person, Magic Missile, Shield, Sleep
- 2nd level (3 slots): Invisibility, Suggestion, Web
- 3rd level (2 slots): Fireball, Sending

**Dagger.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d4) piercing damage.

**Kobold Facts.** An unwilling target must succeed on a DC 12 Wisdom saving throw. The target is affected by daily sendings of kobold facts. The curse can only be lifted by casting remove curse or similar magic. (*Once per day.*)