

# KOBOLD'S EGG, ISLAND #63

The island is designed for **Tier 2** characters and features a **small island**, with a **moderate population**, and **fertile resources**. The island features forests, a craggy cliff line going down the center of the island that splits the island into two, and natural beaches that wrap around the island. It is hot and humid, and characters who spend 2 hours of strenuous behavior, like hiking or fighting, must make a DC 10 Constitution saving throw or suffer 1 level of exhaustion with a maximum of 2 levels of exhaustion per day.

## THE CONFLICT

Kobold's Egg is largely populated by kobolds who have found, or created for themselves, a prophecy that if they can unite the island into a singular landmass, it will free a great dragon-god. To that extent, they have created miles and miles of rope from jungle vines and strips of tough palm tree bark. They are, very slowly, trying to unite the island and they claim they have made progress and only need a little bit longer. Unfortunately for them, a nest of giant snapping turtles (*Tomb of Annihilation*, page 222) has made their home on the beaches in between the two portions of the island and keep cutting their ropes with their powerful jaws.

The kobolds have tried on multiple occasions to attempt diplomacy with the turtles, at least according to them, but to no avail. Many kobolds have died in the attempt and there are rumors that the turtles are from a rival kobold tribe trying to steal the dragon-god from the island's kobolds. Some kobolds have even seen a smaller turtle that walks around on its hind legs, which is obviously a kobold in a turtle shell.

## THE KOBOLDS

The kobolds have always lived on the island but it wasn't until about 5 years ago that they realized the shape of their island was vaguely egg-shaped. At about this same time they discovered 'ancient' drawings in one of the caves depicting two parts of an egg uniting and then a dragon emerging from the egg. With this new information, the kobolds have started focusing on uniting the two parts of the island and have crafted miles and miles of rope to slowly drag the two pieces together. From an outside perspective, it is rather a strange experience as thousands and thousands of lines stretch from one side of the split center to the other side, about a mile wide at the widest parts. The kobolds even claim that they have made progress and point to the excess rope that they are beginning to accumulate.

The life of a kobold here is rather simple, they run across the island in teams all day and adjust the ropes, tightening any they find and getting the slack out of the lines. The various lines of rope are tied to trees, with many of the trees closest to the ridgeline ripped out of the ground, find sizable chunks of rock, and even have large teams of kobolds trying to pull on the ropes to help close the gap in the island, which resembles a very strange tug of war contest.

Once their tasks for the day are done, the kobolds can run around the island and hunt down the small lizards, search for their favorite fruit that grows here, and then return to their sleeping dens inside of the cliffs themselves. Under the leadership of Beebo, the kobold king, the kobolds are kept focused on their tasks and, while there is fighting in between the family lines of kobolds, it is peaceful here.

There are 555 (10d100) kobolds on the island.

## BEEBO, THE KOBOLD KING

The kobold who originally determined the island was egg-shaped, he was able to decipher the ancient drawings in the Royal Caves and has decided he should be king. A few other kobolds disagreed, but they were chased off the island and his rule has been uncontested since. Beebo can be easily spotted as he wears intricately woven ropes around his plump form and carries a large, wooden idol he carved himself. Most of the time, he is providing religious services to the other kobolds, encouraging them to work harder for the dragon-god and to continue their labors of uniting the Great Egg! If that doesn't work, he uses the crudely carved dragon idol as a club and beats them over the head until they decide to work again.

Beebo uses the **Kobold Dragonshield** stat block (*Volo's Guide to Monsters*, page 165).

## THE TURTLES

Nesting on the beaches is a rather large group of giant snapping turtles that have decided this island is the perfect place to lay their eggs. Irritable and testy, they snap at anything that gets too close and have supplemented their diet of fish with kobolds. They keep attacking the ropes stretching between the two parts of the island as large amounts of birds keep landing on the ropes. They leap from the water or the sandy beaches and snap out with their powerful jaws, catching the birds and snapping the rope line.

Watching over the turtles is a tortle druid who finds the mating rituals and births of these turtles to be fascinating. The turtles have just started laying their eggs, though a few are refusing to lay their eggs because of the near-constant harassment of the kobolds who come through and destroy eggs. So far, the kobolds have only been able to kill a single turtle, but have destroyed at least five nests of eggs, which has only made the turtles angrier.

There is normally 22 (4d10) giant snapping turtles in their nests with another 5 (1d10) turtles that wander up and down the center of the island and snap the rope lines.

## TALIGALU, THE TORTLE DRUID

Taligalu, which means seaweed, is a tortle **Druid** (*Monster Manual*, page 346) with these changes:

- Taligalu is neutral good.
- He has these racial traits: He speaks Aquan, Druidic, and Sylvan.
- He has a natural armor of 17.
- He wields a *staff of the python*.

Taligalu is in the prime of his life. He is from one of the islands located in the archipelago known as Iosefa, see island #42 for more information. To determine where Iosefa is located, roll on the Island Coordinate Chart on the Check 7-12 column or choose it's location for yourself.

He is hoping to calm the kobolds down and reach some sort of agreement, but every time he has gone to speak with them they scream at him in a language he doesn't speak and they then seem to get riled up. He's had the kobolds throw rocks at him, attempt to pull off his shell, and the last time they began trying to tie him up with ropes and several had appeared with what looked like wooden bowls. He hasn't tried to approach them again but is worried that they plan to eat him and his beloved turtles.

His hands are tied as he can't tell the turtles to leave the island, and is just trying to protect those he can and keep the kobolds away from the turtle eggs until they can hatch. He uses his magic to heal any hurt turtles and uses spells like *thunderwave* to knock any sneaky kobolds back, though he is hoping to not harm the kobolds when he can.

## WANDERING MONSTERS

The island is home to a wide variety of natural life, though the most dangerous thing here, beyond the turtles and kobolds, are small poison dart frogs that the kobolds use to add spice into their food. Kobold teams who tighten the ropes will be encountered often and are made up of 26 (4d12) kobolds. There is also a very upset giant snapping turtle hunting through the jungle and attacking any creature it can find. It is currently grieving as a band of kobolds came and destroyed all of her eggs, if it sees anyone, it roars in fury and attacks immediately. If Taligalu is with the party, he can attempt to calm her down. The grieving turtle uses the **Giant Snapping Turtle** stat block, with these changes:

- She has 120 hit points.
- She gains the **Reckless** trait. *At the start of its turn, the turtle can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.*
- She makes two bite attacks when taking the Attack action.
- She has a Challenge Rating of 5 (1,800 XP).

## ARRIVAL AT THE ISLAND

Depending on where the party first approaches the island, they may not notice the strange shape of this island or that there is a 'crack' that runs down the center of it. If the ship approaches at the night, they can approach without notice as the kobolds don't keep lookouts and only have fires inside their caves. If they approach during the day, there is a 75% chance the kobolds won't notice until a rowboat has been launched and heading to the island. If the kobolds do notice their ship, a welcoming party of 22 (4d10) kobolds wait to either repel the invaders or as the welcoming party. Beebo is part of the ranks, but he sticks to the back and allows his guards to speak for him, he thinks it makes him look more dignified. He'll get annoyed with the guards if they don't follow his plan point-by-point.

If the party makes it to the island before the kobolds notice, the party can freely walk around the beach or forest but after 1d10 minutes they are ambushed by 7 (2d12) kobolds who demand to know their business and if they are turtles stacked on top of each other. They refuse to explain themselves and will take the party to see Beebo, see **Beebo's Cave** for more information.

## EXPLORING THE ISLAND

All location descriptions for this island are keyed to Map #63. Characters can bring their ship up to the island, dropping anchor only a few hundred feet from the shore. The kobolds don't have a way of reaching the ship and thus will leave it alone unless the party leaves behind a rowboat as they explore the island and have left a bad impression with the kobolds and Beebo. In which case, the kobolds will steal the rowboat and at night, row out to the ship and begin a night-time raid with 3 (1d6) kobolds who sneak around the ship and attempt to steal supplies and treasure.

If the ship is anchored so that the party can see the giant snapping turtles, see **Turtle Beach** for more information, their rowboat will be attacked by 2 (1d4) giant snapping turtles about 30 feet from the shore, though Taligalu will appear after 1 round and try to calm the turtles down and have them stop attacking. Beebo immediately distrusts the party if he finds out they talked to Taligalu first, for only turtles disguised as not-turtles would talk to a turtle.

### 1. TURTLE BEACH

This stretch of the beach on both pieces of the island has become the nesting grounds of the giant snapping turtles and 22 (4d10) turtles can be found at any one time on the beaches. If one turtle is attacked, they all rise, ready to defend themselves from attackers and refuse to back down as many of them have laid eggs. They are especially antagonistic as the kobolds have already destroyed five nests and killed one of them, dragging the giant turtle back to their lair and using the shell as a new cooking pot. If characters get too close to a turtle, they snap out, aiming to maim and keep the characters far away from them.

If Taligalu is with the party, they allow the party to mass unharmed but don't allow the party to touch them, look at their eggs, or move them. They are easy to goad into a fight and only care about protecting their nests.

Taligalu spends most of his time walking around the nests and talking with the turtles. He offers his magic to heal any who are hurt and make sure that the kobolds are not sneaking around. It's a full-time job and he doesn't spend long in any one place as he must keep up a constant vigilance on his turtles.

### 2. THE BURROW

The lair of the kobolds, this cave complex has carved tubes throughout the rocky center of the island and the kobolds can easily move about the left half of the island without any problem. They often retreat to their small tunnels after an attack on the turtles and have memorized their maze-like tunnels.

If the party visits the Burrow, and they are on good terms with the kobolds, they will be treated to turtle soup which they have been cooking all day in a turtle shell. Luckily, for the kobolds at least, the giant turtle they killed was quite large and has fed them for several days. They are currently making plans to get another turtle that has been patrolling the forests.

### 3. BEEBO'S CAVE

Located away from the Burrow, Beebo has decided that a king deserves his own space and has taken over the natural caves on the right side of the island. These caves were where the original drawings were found. They depict the two sides of this island coming together into a single landmass and then a great dragon will be born from it. Beebo is convinced that these cave drawings are legitimate and any questions about its authenticity are not taken well.

### 4. THE CROSSING

Stretching across the islands are hundreds of ropes that must be tightened every day. The kobolds realized that if they tied the ropes close enough, they could create a type of bridge and have strung together several dozen ropes to create a bridge. The ropes are sturdy enough, but can only carry up to 1,000 pounds at a time, something the kobolds know nothing about. Most kobolds weigh 1d10 plus 25 pounds, meaning about 33 kobolds can cross the bridge at one time.

If someone falls off the rope bridge, which is very easy to do as it swings quite wildly and there are no handrails, though the kobolds appear to be unaffected by it, they fall 100 feet until hitting the sand, rocks, or water below. There is a 50% chance they hit the water, which reduces the amount of damage they take by 2d6, 30% chance they hit the sand, which reduces the amount of damage they take by 1d6, and a 20% chance they'll strike the hard rocks below.

## THE ISLAND'S FATE

The happiness of the island is at great stake, not only for the kobolds but also for the turtles. The turtles need another 2d4 months before their eggs will hatch, and they refuse to leave while the kobolds are here and destroying their nests. The kobolds are fed up that the turtles keep cutting their lines, and many are beginning to grumble that the added weight of the turtles will require even more ropes to be made to pull the island closed. If the party can get Beebo and Taligula to work together, which is difficult as they must get Beebo to see Taligula as a real creature and not just a kobold disguised as a talking turtle, then they might create peace on the island for the foreseeable future.

On the other hand, they may be forced to pick a side. Beebo is upset with the turtles and thinks that they have been sent here by a rival kobold clan from across the ocean, though he has no idea who they might be or even where they are. He is dedicated to spawning his dragon-god and nothing, not even a turtle, is going to stop him.

Regardless of the events between kobolds and turtles, if the kobolds can get back to work, it is up to you to decide if their goals are realistic or if there is even a prophecy. Maybe it was a bored kobold who drew on the cave walls, maybe Beebo did it while drunk on berry wine and can't remember it, or maybe an ancient dragon is slumbering beneath the island, waiting for the day its egg is formed and it can escape.

### ISLAND RESOURCES

**Food** 1 Ton  
**Trade Goods** 1 Ton [Giant Turtle Eggs]  
**Treasure** None  
**Weapons/Equipment** None

**1 HEX = 1 MILE**

**Map #63 - Kobold's Egg**

