



KRAKEN BEACH SCAVENGERS

Kraken Beach Scavengers is a Fifth Edition adventure for **four to five characters**. This document includes rules and encounters for **three tiers of play**, allowing characters with an **average party level (APL) of 3, 5, or 11** to play through the adventure. This adventure is setting independent, and can easily be inserted into any campaign world where a beach or island would fit. In the Legends of Omeria campaign setting, this adventure could be set in southern Odonburg or Elsath island, or even in the Dark Sea.

Get the Map. The Kraken Beach Scavengers map featured in this adventure can be downloaded on [Cze/Peku's Patreon](#) as well as the original post for this article.

BACKGROUND

Huzzah! Amadex the Kraken was finally killed by the Dinzer navy. The colossal creature sunk into the south ocean and vanished, carried away by the underwater currents. Months later, Amadex washed up on a beach hundreds of miles from where it met its fate in Suen's Clutch. Now, a party of vile scavengers have made its claim on Amadex's corpse. Recognizing that it won't be long before the Dinzers arrive and take over the operation, the scavengers are working quickly to remove flesh and vital organs from the creature's corpse in hope to sell the remains as magical components.

ADVENTURE HOOK

While the Dinzer Navy organizes its response, it tasks the characters to travel to—what's now being referred to—Kraken Beach. Their mission? Get to the beach, stop the scavengers from scavenging, and hold the island until the cavalry arrives.

The Dinzers offer the characters a reward, the value of which depends on the character's level:

APL	Reward
3	500 gp
5	2,500 gp
11	10,000 gp

WHO IS THE VILLAIN?

The adventure's villain depends on the characters' average party level, as shown below. The adventure's encounter locations make note of which monsters the character will encounter based on the adventure's villain.

THRAQ THE UNBELIEVABLE (3RD LEVEL)

Characters with an average party level of 3 will go toe-to-toe with the **bugbear** raider, Thraq the Unbelievable. She leads a group of nasty hobgoblins, kobolds, goblins, and ogres. Already, Thraq has a lead on a buyer for the kraken parts. All she has to do is make sure that her mooks can get everything loaded up on their ships before the Dinzers show up.

REDEMPTION FOR THE CURSED (5TH LEVEL)

Characters of 5th-level or higher must face the tiefling **assassin** Redemption for the Cursed and her gang of pirates. These vicious souls are known for not leaving any prisoners. Anyone foolish enough to cross Redemption's path will surely meet their fate at the end of a crossbow bolt.

DR. CALAMITY (11TH LEVEL)

Characters of 11th-level will have to test their mettle against the vile dimensional traveler Dr. Calamity and the Calamity Crew. All of Calamity's usual suspects are present, including the tyrannical Sharkmanbot, the dreadful golemmancers, and yep—lots and lots of constructs.

KRAKEN BEACH GENERAL FEATURES

Kraken Beach is exactly what it sounds like: a beach with a big, dead kraken on it. At an estimated length of 500 feet, Amadex's rotting corpse dominates the adventure location. The adventure's villains have constructed scaffolding, docks, and cranes to assist in their dissolution of the monster and its body parts. Unless otherwise stated, Kraken Beach has the following features:

DEAD KRAKEN

Amadex is rotting. When the characters first arrive on Kraken Beach (at the far left end of the map), they must all make DC 12 Constitution saving throws. On a failed saving throw, a character is poisoned until the end of their next turn. A character who fails the check by 5 or more is poisoned for 1 hour. All of the scavengers are already accustomed to the awful smell and do not need to make checks.

TOXIC WATER

The smell isn't the only thing that the characters have to contend with. Amadex's caustic blood seeps into the water surrounding its corpse. A creature that ends its turn in the water must make a DC 15 Constitution saving throw. On a failed saving throw, the creature is poisoned. While poisoned, the creature is unnaturally aggressive. A poisoned target must use its action before moving on each of its turns to make a melee attack against a creature other than itself. Otherwise, the creature must try to move to the nearest available living target. A poisoned creature that ends its turn out of the water can repeat its saving throw, ending the effect on itself with a success.

All of the sharks (see below) are affected by this trait.

SHARKS!

Reef sharks fill the waters surrounding Amadex's corpse. All of the sharks are poisoned by the tainted waters and suffer from the aggression the kraken's blood causes. When a living creature starts its turn in the water, roll a d4. On a result of 1, a reef shark appears and attacks. Continue rolling a d4 each turn, with one additional reef shark showing up every time you roll a 1.

SCAFFOLDING

The villains have constructed scaffolding all over Amadex's corpse. For the most part, the scaffolding is secure and hovers 10 to 20 feet over the beach, the kraken, and the water. Trigger-happy characters—especially those of 5th-level or higher—are known to toss out area effect spells willy-nilly. If a character creates an explosive effect—such as the blast from a fireball or a thunderwave—that deals more than 20 damage, a section hit by the blast collapses into the water below. Any creature standing in that area when this happens tumbles into the water.

EXPLOSIVE CONTENTS!

If the collapsing dock wasn't enough to deter the characters

from using area of effect spells and effects, the dock is also cluttered with barrels full of kraken bile. And everyone knows just how highly explosive kraken blood is (obviously). If a barrel catches on fire or is caught in a blast, it explodes. Each creature within 10 feet of an exploding barrel must make a DC 12 Dexterity saving throw, taking 16 (3d10) fire damage on a failed saving throw or half as much damage on a successful one.

ILLUMINATION

This adventure can be played during the day or the night. During the day, the entire beach is illuminated by Naeyer's Eye (Casar's sun). At night, torches cast light on the operation. Additionally, the towers surrounding the beach use bullseye lanterns to search the waters for potential troublemakers.

ENEMIES

The actual map of the Kraken Beach Scavengers places all of the enemies in relatively close quarters. Fortunately for the characters (or unfortunately), the enemies are trained to maintain their post. With the exception of the archers on the towers (area 2), the enemies won't attack the characters until the characters enter their respective areas. However, if you'd like to play a "meatgrinder" version of this adventure, you might have all enemies attack the characters as soon as they are within charging range or ranged weapon range.

Unless otherwise stated, humanoid enemies fight until their hit points drop below 50%. When this happens, make a DC 10 Wisdom check for the creatures. On a failure, the enemies surrender or flee. Otherwise, they fight. Constructs continue to fight until destroyed.

KRAKEN BEACH KEYED ENCOUNTERS

The following encounters are keyed to the map of Kraken Beach included in this document.

1 - WESTERN BEACH

The western beach offers characters the first look at Amadex the Kraken. Right away, the rotting smell assaults their senses (see "Dead Kraken" above). The beach is guarded both by troops in on the sand as well as archers on the nearby guard towers (see area 2).

APL Encounter

3 4 **hobgoblins**

5 4 thugs led by a **veteran**

11 1 **golemmancer** and 1 **giant ape sentry** (both detailed in the Appendix)

2 - WATCHTOWERS

Wooden watchtowers rise 30 feet above the water surrounding the kraken. Each tower is manned by one or two ranged fighters who keep an eye on the beach and surrounding waters. At night, the towers are equipped with bullseye lanterns they use to spot intruders on the beach.

These ranged fighters fire on the characters as soon as they see them.

APL Encounter

3 1 hobgoblin

5 2 scouts

11 2 calamity henchmen (see the Appendix)

3 - KRAKEN'S MOUTH

Amadex's gaping maw offers entry into its gullet. Although this adventure doesn't offer details on Amadex's insides, you can get a map of the kraken's stomach on [Cze and Peku's Patreon](#).

4 - ENTRY RAMP

The easiest way onto the platforms (without climbing up the side of one of its posts or flying onto it) is via the ramp north of the kraken's head. A group of guards protects the way in.

APL Encounter

3 3 goblins

5 3 thugs

11 1 clay golem simulacrum (see the Appendix) disguised as a calamity henchman

5 - WESTERN DOCK

This dock offers easy access to ships that approach from the south. In addition to the crane operators (see area 8), the docks are guarded by scavengers.

APL Encounter

3 3 goblins

5 5 bandits

11 2 flesh golems

6 - BOATS

The scavengers employ a veritable armada of boats to collect the crates and barrels of kraken parts. There are two types of boats being used: schooners and rowboats. For the most part, the ships' crew stay focused on their task, but may use their ranged weapons to ward off pesky heroes.

6A - SCHOONERS

The schooners are small, two-person boats with AC 13, 100 hp, and immunity to poison and psychic damage. Once per turn, a schooner's crew member can use their action to move the schooner 25 feet in the water.

APL Crew

3 2 goblins

5 2 thugs

11 2 calamity henchmen (see the Appendix)

6B - ROWBOATS

Although not ideal for loading giant crates of dangerous material, the scavengers will take every boat they can get their hands on. A rowboat has AC 11, 50 hp, and immunity to poison and psychic damage. Once per turn, the rowboat's rower can use its action to move the rowboat 15 feet in the water.

APL Crew

3 1 kobold

5 1 thug

11 1 calamity henchman (see the Appendix)

7 - GUARD POST

This post employs one guard who keeps an eye on areas 4 and 9 in addition to the crane operators working here.

APL Encounter

3 3 goblins and 1 ogre

5 3 thugs and 1 gladiator

1 flesh golem, 1 clay golem simulacrum disguised as a calamity henchman, 1 golemmancer (the latter two are detailed in the Appendix)

8 - CRANES

All throughout the scaffolding that covers the kraken, there are cranes used to pry components from the kraken's flesh. Those cranes then place the goods into crates which are then loaded onto the scavengers' fleet of boats (see area 6). All of the cranes have a single operator determined by the characters' level.

APL Encounter

3 1 goblin

5 1 bandit

11 1 calamity henchman (see the Appendix)

So long as a crane has an operator, the operator can use its action to make attacks with the crane's arm.

Crane Arm. Melee Weapon Attack: +7 to hit, reach 15 ft., one creature. **Hit:** 14 (4d6) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked back 10 feet and fall prone.

9 - LOADING AREA

Two cranes continue to load boxes and barrels in this area. They are guarded by the creatures in area 7.

10 - SOUTH DOCKS

More subordinates load goods onto boats from this dock.

APL Encounter

3 4 goblins

5 7 thugs led by 1 veteran

11 Sharkmanbot and 3 calamity henchmen (see the Appendix for both)

11 - BOSS FIGHT

The westernmost dock is where the boss keeps an eye on their entire operation.

11A - LOWER DOCK

Like the other docks, lackeys move swiftly to load goods onto small ships.

APL Encounter

4 4 hobgoblins

5 5 thugs

11 3 calamity henchmen (see the Appendix)

11B - BOSS'S POST

The final villain stands above the fray, using their weapons and abilities to support their lackeys. Only once their lackeys are defeated will they enter the combat.

3rd-Level Adventure. Thraq the Unbelievable (**bugbear**) operates a cannon with the help of two kobolds. A cannon is a Large object with AC 19, 75 hp, and immunity to poison and psychic. It takes one action to load the cannon, one action to aim it, and one action to fire it.

Cannon Ball. Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Once one or both of the kobolds are killed, Thraq abandons the cannon and starts chucking javelins. She fights to the death.

5th-Level Adventure. Redemption for the Cursed, a tiefling **assassin** (she has darkvision of 60 ft., resistance to fire damage, and can innately cast *hellish rebuke* and *darkness* once per day each, with Charisma as her spellcasting ability, spell save DC 11) stands at the post and lets her lackeys defend her. While her lackeys are within 5 feet of the characters, she can use her Sneak Attack for maximum damage. Redemption has no issues about fleeing from the combat when the deck is stacked against her. However, she won't surrender.

11th-Level Adventure. Doctor Calamity returns! Well, maybe not. Doctor Calamity is actually a Calamity-bot (**animated armor**). The calamity-bot never enters the fight, content to stand on its platform barking orders at the Calamity Crew. When the characters destroy the construct, a *magic mouth* recording plays: "Thought you'd catch me that easily, heroes? Not this time! We'll meet again..."

AFTERMATH

If the characters fail to clear the kraken's corpse of scavengers before leaving the area, the scavengers spend the next hour (or more if the characters rush off to take a long rest) finishing their task. They then escape. The Dinzer Navy is furious at the characters—no reward is offered.

However, if the characters successfully defeat all of the scavengers—killing, jailing, running them off, etc.—the Dinzers arrive, lock down the beach, and pay the characters their expected reward.

The Dinzers might even offer the characters a position guarding the beach. After all, there will surely be others interested in claiming Adamex's corpse and its flesh. A character who succeeds on a DC 15 Intelligence (Nature) check recognizes that a full kraken corpse is worth a minimum of 100,000 gp in magical components. These particular scavengers might be gone, but more are sure to follow. Ω

APPENDIX: CALAMITY MONSTERS

The 11th-level iteration of this adventure features Dr. Calamity and his henchmen and golems. These creatures are detailed below:

CLAY GOLEM SIMULACRUM

A clay golem simulacrum is a clay golem that can assume the appearance of a creature it has killed using its life draining slam attack.

- **Type.** The clay golem gains the (shapechanger) tag.
- **Ability Score Adjustment.** The clay golem's Intelligence score is 10 (+0).
- **Languages.** When the clay golem assumes the form of another creature using its shapechanger feature, it can speak the languages that the creature knew.
- **New Feature: Shapechanger.** The simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

CALAMITY HENCHMAN

The calamity henchman uses the **thug** stat block, except it replaces its heavy crossbow with a blaster rifle. The rifle has a range of 100/400 ft. and deals 1d10 radiant damage on a hit.

GOLEMMANCER

A golemmancer is a specialist wizard that focuses on golem creation. It uses the **mage** stat block, except with the following changes:

- **New Feature: Construct Commander.** All constructs of the golemmancer's choice within 30 feet of the golemmancer have advantage on all saving throws and ability checks as long as the golemmancer isn't incapacitated.
- **Alternate Spell List.** The golemmancer knows and prepares the following spells: Cantrips (at will)—light, mage hand, poison spray, prestidigitation; 1st-level (4 slots)—detect magic, expeditious retreat, mage armor; 2nd-level (3 slots)—levitate, mirror image, misty step; 3rd-level (3 slots)—counterspell, fear, haste; 4th-level (3 slots)—greater invisibility, fabricate; 5th-level (2 slots)—animate objects, cone of cold

SHARKMANBOT

Large construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 209 (22d10 + 110)

Speed 30 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

22 (+6) 14 (+2) 20 (+5) 10 (+0) 14 (+2) 16 (+3)

Saving Throws Str +11, Con +10

Skills Athletics +11, Intimidation +8, Perception +7

Senses blindsight 30 ft., passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

Amphibiousness. Sharkmanbot can breathe air and water.

Bloody Frenzy. Sharkmanbot has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Indomitable (2/Day). Sharkmanbot rerolls a failed saving throw.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage.

Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Legendary Actions

Sharkmanbot can take 3 legendary actions, choosing from the options below. Only one legendary actions can be used at a time and only at the end of another creature's turn. Sharkmanbot regains spent legendary actions at the start of its turn.

Bop! Sharkmanbot makes one maul attack.

Intimidate Ally. Sharkmanbot targets one ally it can see within 30 feet of it. If the target can see and hear Sharkmanbot, the target can make one weapon attack as a reaction at disadvantage.

Terrify Foe (Costs 3 Actions). Sharkmanbot targets one enemy it can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Sharkmanbot's next turn. A frightened creature must spend its turns trying to move as far away from Sharkmanbot as it can. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the frightened creature can use the Dodge action.

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