



**RELEASE THE
KRAKEN**

**5TH, 9TH, 14TH LEVEL
SALT LEVELS ARE RISING**



CONTENTS

INTRODUCTION	1
BACKGROUND	1
Summary	1
Adventure Hooks	1
Davy Bones	2
The Boney Lass	3
KYTSHEN	3
The Big Apple	3
The Candy Coast	3
Tracking	4
KNOW THY ENEMY	6
Clue 1: Dry Spell	7
Clue 2: Desiccated Bodies	8
Clue 3: Slippery Sailor	8
THE BATTLE AHEAD	9
Wave 1: Hungry Sealife	10
Wave 2: Tentacle Trouble	12
Wave 3: Saltstorm	16
AFTERMATH	19
TREASURE	19
Harvesting	19
Crafting	19
APPENDIX A - MAGIC ITEMS	20
APPENDIX B - SPELLS	22
APPENDIX C - CREATURES	23
Cracker Kraken	23
APPENDIX D - THE BONEY LASS ...	30
FAMILIAR - SUSHEEP	31

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INTRODUCTION

Release the Kraken is a 5th-edition hunt intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 9, or 14. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 6th level, one-quarter of the way to 10th level, or two-fifths of the way to 15th level, respectively. The adventurers must take to the seas and protect the Big Apple from the raging cracker kraken.

After meeting with Davy Bones and learning of ships mysteriously disappearing off of the Candy Coast, the party must embark on a vessel of their own and search the sea for clues. This leads them to a brief fight with the cracker kraken's tentacles, after which the kraken mounts an attack on the Big Apple. Will the party surge to the city's rescue, or let the kraken ruin the metropolis? Ways to resist necrotic damage, escape grapples, and deal fire damage will be important in this fight.

VARIABLE HUNT STATISTICS

Hunt Level	VDC	Vmod	Vdam
5th	13	+5	5 (2d4)
9th	15	+7	10 (3d6)
14th	16	+8	14 (4d6)

BACKGROUND

Y'ummm is home to many strange creatures, but none quite as fascinating as the freshwater cracker kraken. The rich and complex life cycles of these long-lived leviathans, each step of which can span centuries, have piqued the interest of countless scholars and zoology enthusiasts.

Periodically, cracker krakens migrate downstream and into the ocean, where they spend years laying eggs in saltwater. Such was the case for the cracker kraken inhabiting the deep river of Kytshen, the largest island in Y'ummm, which found a suitable egg-worthy sandbed below what was to become the main shipping route along the Candy Coast. However, when it tried to go back home, it made an unpleasant discovery: in the time that it took to lay its eggs, the city known as the Big Apple had been built at the mouth of the river, blocking its return upstream.

In the years that passed, the kraken remained near its eggs while its porous flesh slowly absorbed seawater. Over time, the briny water caused it to enter a

salty, maddened rage, which transformed into a fierce territoriality once its eggs started showing signs of hatching.

With its offspring about to be born, the kraken's desire to return to its river is stronger than ever, and in a mixture of brine-induced rage and protective instinct, it has been lashing out at every ship that ventures near its brood. The kraken's larvae must reach freshwater soon after hatching. A creature of such immense size is surely capable of levelling the entirety of the Big Apple in a fit of parental passion.

SUMMARY

Here's the hunt's relevant information:

- ♦ **Which Monster?** The cracker kraken, a massive monstrosity native to the rivers and lakes of Y'ummm.
- ♦ **Monster's Motivations.** To protect its eggs and forge a way back to the river it calls home.
- ♦ **Monster's Previous Actions.** Enraged by its present circumstances, the cracker kraken has been lashing out against merchant ships that get near its eggs, sinking every last one.
- ♦ **Where's the Monster?** The kraken's lair is a vast swath of ocean that encompasses the bay of the Big Apple. It's staying at the location of its eggs, which coincides with the wreck of the *Spicerack*, the last ship it sank.

ADVENTURE HOOKS

No one embarks on a perilous journey across the sea without a good reason! If your party needs some motivation to set sail, consider the following adventure hooks:

- ♦ **Curiosity: Unsinkable.** The most recent ship to have been lost, the *Spicerack*, was said by many to be unsinkable, enchanted by the strongest Y'ummmite mages to endure the perils of the sea. Naturally, its disappearance caused quite a stir, and the Big Apple's harbour is abuzz with rumours and speculation... What could have sunk the unsinkable ship?
- ♦ **Morality: Widower's Plea.** The bereaved Al Fredo has just received news of the loss of the *Spicerack*. His wife, Bee Chamel, was the boatswain, and her death leaves him raising their two children alone. He begs the party to deliver justice by ridding the world of whatever claimed the life of his beloved wife.

- ♦ **Compensation: Merchant Guild.** The Yeast Y'ummm Trading Company has lost many ships since the kraken began its rampage, but the disappearance of its flagship, the *Spicerack*, was the last straw. They've promised a generous reward to anyone capable of finding the source of their troubles and dealing with it decisively.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
5th	750 gp	2,000
9th	2,300 gp	3,700
14th	5,750 gp	10,650

*Includes all encounters, monsters, and puzzles, averaged for 4 player characters.

Troubled by news of ship disappearances, Davy Bones, a local sea captain, has taken it upon himself to investigate. Large amounts of flotsam washing up on the shores suggest that whatever is responsible has been violently destroying the ships, and Davy knows he can't face it on his own. For that reason, he's been trying to hire a brave adventuring party to join him in investigating these strange events. When the party arrives in the Big Apple, he finds them soon after.



DAVY BONES

DAVY BONES

Davy Bones is a skeletal sea captain residing in the Big Apple. In life, he was a feared and merciless pirate whose ship was sunk during an attack on a prosperous port town. Davy drowned, but he up several days later as a skeleton at the bottom of the bay. The lull of undeath has given him plenty of time to reflect on his past actions, and he sees it as equal parts curse and gift—punishment for his sordid deeds, but likewise an opportunity for redemption. Also, being a hero is less risky when you're already dead.

Stranger in a Strange Land. As a skeleton, Davy made his way to Y'ummm looking for a fresh start. Initially, the people there regarded him as an oddity, but through years of diligence and hard work, he has made a name for himself and been accepted by the community. Aboard his pride and joy, the *Boney Lass*, he escorts other vessels between the many isles of Y'ummm, fending off pirates and sea monsters.

Family Reunion. Davy is the cousin of Indiana Bones, whom the party may have met if they've played through the *Ascent of the Sour Serpent* adventure. The two are fond of one another, and Davy will talk at great length about his cousin's adventures and discoveries. Strangely, they arrived in Y'ummm independently of one another, and their states of undeath are completely unrelated.

Information. Davy doesn't know much about the cause of the disappearances, but he does know the best way to investigate: to set sail and search for clues out on the open sea. He offers the party maps containing the routes of some of the missing ships, and he's even willing to take them aboard his vessel (see *The Boney Lass*, below).

DAVY BONES

Undead, ship captain, he/him

Personality. Jovial and optimistic, with a deep love for the sea.

Appearance. Skeleton wearing barnacle-encrusted captain's regalia. Has several gold teeth, violet gem in one eye socket, and eyepatch covering the other.

Desire. To expand his business and assemble a whole fleet of protectors.

Fear. That the people of Y'ummm will find out about his past and shun him for it.

"The worst undead are the ghosts of yer past. That and zombie sea serpents."

THE BONEY LASS

The *Boney Lass* is Davy Bones's ship. When the party arrives at the Big Apple and meets with him to receive their mission, Davy offers to take them aboard his vessel so that they can sail along the Candy Coast and search for whatever has been destroying ships. You can read or paraphrase the following:

Davy Bones leads you down the harbour, his bones rattling with every peppy step he takes. He is clearly excited to show off his vessel. "Thar she is... Ain't she a beaut?" he says with a proud flourish in the direction of a docked sailing ship. Tattered sails, a hull stained by algae and encrusted with barnacles... Is the ship undead too? Next to the figurehead—a skeletal mermaid thrusting forth a notched scythe—are a few words, painted onto the bow's hull in a rusty gold: "The Boney Lass".

"It's about cultivatin' an image, ye see." Davy quickly explains, perhaps anticipating some criticism. "A skeleton captain can't rightly command a squeaky-clean ship. 'Twouldn't be right. But I assure ye, she's in fine fettle, she is. Ye'd be hard pressed to find a finer ship in the whole Candy Coast."

Accepting Davy Bones's offer is the only way for the party to set sail and continue their investigation—no other captain in the harbour is mad enough to go off chasing the terror of the Candy Coast. Unfortunately, his own crew has also refused to undertake such a dangerous journey, leaving Davy in desperate need of a party of brave adventurers to help him sail the ship.

The *Boney Lass* is a small sailing ship, 100 feet long and 20 feet wide. Detailed statistics for it are available in Appendix D. Make sure to keep track of the hit points of its hull. During tracking encounters and wave 2 of the boss fight, the hull risks being damaged. If the hull drops to 0 hit points, the ship is destroyed, and any creatures aboard are thrown into the ocean.

KYTSHEN

The isle of Kytshen, located in the middle of the archipelago, is the largest in all of Y'ummm. Due to its central location, temperate climate, fertile soil, and abundance of resources, its port town, the Big Apple, is the islands' capital. Many flock to its shores in search of better opportunities, or simply to visit the plethora of delights offered in the metropolis.

THE BIG APPLE

The Big Apple boasts a population of around 150,000 souls, a melting pot of every Humanoid race in the isles. The city is both a cultural centre and a bustling trade hub, with well-established sea routes to many other islands and dozens of ships arriving and departing from its docks every day.

Its most famous landmark is the royal family's residence, the eponymous palace. The crown jewel of Y'ummmite architecture, Big Apple Palace brings in hundreds of visitors on a monthly basis, all eager to lay eyes upon its shiny peel.

THE CANDY COAST

The Candy Coast is the name given to the western coast of the island of Kytshen, where the Big Apple is located. Whereas the eastern side consists mostly of barren, rocky cliffs, the west teems with vibrant life running wild on its sandy beaches, grassy dunes, and rolling hills. Schools of exotic fish share its crystal clear waters with vessels of all sizes, from the humble fishing dinghy to massive merchant galleons.

UNIQUE FLORA AND FAUNA

Albafloss. Perplexed by the strange pink cloud you just saw moving across the sky at high speed? You may have actually spotted an albafloss, a large seabird with plumage made entirely of candy floss. These solitary creatures live on recondite crags in the middle of the ocean, occasionally making their way to the mainland in search of food. In some parts of Y'ummm, it's considered good luck to glimpse an albafloss... but the numerous people carried away by these birds to serve as meals may beg to differ.

An albafloss uses the statistics of a **roc** (CR 11), but is Huge instead of Gargantuan.

Giant Crabapple. The giant crabapple is a species of crustacean that exclusively inhabits the Candy Coast of the isle of Kytshen. Its thick, apple-shaped shell conceals a tender, delicious meat with a fruity fragrance that is highly prized by epicureans and common folk alike. It is believed that the Big Apple was originally established as a fishing settlement due to the abundance of crabs in the region, and that it owes them its name.

A giant crabapple uses the statistics of a **chuul** (CR 4), with the following changes:

- It's a Beast instead of an Aberration.
- It doesn't have any condition or damage immunities, can't understand language, and doesn't have the Sense Magic trait or Tentacles attack.
- It has an AC of **18**.

Muffin Puffin. These colourful water birds congregate in large numbers on rocky coasts and spend their days fishing and foraging for food. All muffin puffins are born plain white and acquire different colouring and patterns to their plumage and beaks depending on their diet. For example, the most common muffin puffin—the blue-spotted muffin puffin—eats the readily-available, indigo-coloured berries that grow along the western shoreline. Those with a great endurance, such as the yellow-breasted pinkspot muffin puffin, might travel farther inland, where fuschia-coloured wasp berries and citrus shrubs grow aplenty.

Brown muffin puffins—those that eat the waste bran near to the Big Apple—are usually shunned by others and form smaller colonies of their own to survive. A muffin puffin has the statistics of a **raven** (CR 0), without the Mimicry trait and with a swimming speed of **20 feet**.

Octopasta. Eight noodly appendages connected to a bulbous head of knotted pasta make for one of the Candy Coast's most characteristic denizens. These curious creatures are skillful escape artists; when confronted with predators, they release a cloud of balsamic vinegar, blinding their attackers to make good their escape. Just don't bring them up to any Y'ummmite scholars, or you run the risk of getting involved in a heated debate over the word's correct plural form — is it octopastas, octopasti, or even octopastodes?

An octopasta uses the statistics of a **giant octopus** (CR 1).

TRACKING

The ocean is vast, and tracking a creature within it is no easy task. Doing so requires three Tracking checks and two successes, following the kraken's trail of destruction until arriving at the site of its latest attack, the wreck of the *Spicerack*. Each check takes approximately **4 hours**; you can have the party make a **VDC Wisdom (Survival)** check or use the optional Tracking rules available in *Heliana's Guide*.

After the first Tracking check, the party should find the sunken remains of a ship attacked by the kraken, wherein lies Clue 1. After the second Tracking check, the party encounters a survivor of one of the kraken's attacks and the corpses of his crewmates, which constitute Clues 2 and 3. Two successful Tracking checks, with at least one other check, deliver them to the wreck of the *Spicerack*. If you are not using the Tracking system, make sure that your players still come across the necessary clues before they confront the kraken.

Regardless of whether a Tracking check succeeds or fails, you can use the encounters below to break up the monotony of travel and present the party with some challenges and opportunities.

INTERPLANAR ICE CREAM

Narrative encounter, ocean

The calm surface of the ocean ripples as a creature emerges from its depths: a giant hermit crab carrying an ice cream shop on its back. He swims up to the ship and introduces himself as Barry, the itinerant ice cream vendor, playing dumb if the party suggests they've met him before. In reality, the crab's true name is Gary. His reasons for taking different aliases are unknown, but there are rumours that he's on the run from a guild of assassins. In this iteration, he wears a pair of diving goggles and a snorkel. The adventurers may wonder why a crab needs diving equipment. 'Barry' refuses to elaborate.

'Barry' is considering setting up a secondary location for his ice cream business, but he's in need of materials, and not-so-subtly suggests that he could take some of the wood from the ship's hull. In return, he offers each party member one of his frozen treats. 'Barry' is quite sure that he'll cause no permanent damage and that 'no ship ever sunk because of a tiny little hole'. Davy Bones lets the party make the final decision, knowing they might need every advantage they can get on their quest. If they accept the trade, 'Barry' takes 10 minutes to scavenge some wood, which deals **1d4 × 10** bludgeoning damage to the

"BARRY"



ship's hull, and each party member can select one of the two treats described below. 'Barry's' ice cream always stays magically cold, despite the weather (and even underwater), and can be consumed as a bonus action, after which it is expended.

- **Licorice Whirlpool Swirl.** A creature that eats this treat gains **resistance** to necrotic damage until the end of its next turn.
- **Seabreeze Mint Scoop.** A creature that eats this treat can immediately teleport up to **30 feet** to an unoccupied space that it can see, transforming into a gust of wind and reappearing at its desired location.

SWEET HARMONIES

Narrative encounter, ocean

A few rocks jut out from the surface of the water, upon which a group of a dozen gummerfolk—Humanoids with the top half of a gummyfolk and the bottom half of a gummy shark—are sunbathing. The gummerfolk call out to the party and suggest a singing competition.

Should the party accept, both sides are given 10 minutes to prepare a singing performance, after which they take turns showing it off, with the party going first. One party member must make a **Charisma (Performance)** check, contested by the same check from one of the gummerfolk (**Vmod** to check). Show-

manship counts, however! During the performance, the rest of the party can attempt to enhance it with some pzazz. Each party member can attempt any one check, as long as it makes sense, such as making a **Dexterity (Sleight of Hand)** check to flourish some interpretive finger tutting. If at least one of these checks is successful, the check made to sing is made with **advantage**.

If the party wins, they are given their choice of a *scroll of water breathing* or a *scroll of water walk*. Alternatively, they can choose to have the gummerfolk do some quick repairs on their ship, which causes a component of the party's choice to regain **30 hit points**. If the party loses the contest, each party member must make a **VDC Wisdom saving throw**. On a failed save, a creature is entranced by the gummerfolk's song and has a hard time departing, granting the party **disadvantage** on the next Tracking check made by one of its members.

THE RAINBOW JELLOFISH

Narrative encounter, ocean

Davy Bones calls the party over to witness a rare sight: a school of jellofish—wobbly, varicoloured, gelatinous creatures—is swimming beside the ship. Y'ummmite superstition says that good luck awaits those that can spot a fabled rainbow jellofish among the swarm.



Each party member can make a **VDC Wisdom (Perception)** check, gaining **advantage** if they jump in the water to look more closely. On a success, the creature spots the rainbow jellyfish and gains a good luck die, which is a **d8** that lasts for **10 days** or until used. When the creature makes an attack roll, ability check, or saving throw, it can roll the good luck die and add the result to the roll. The jellofish are skittish; any threat or attack results in them fleeing, and every check to spot the rainbow jellofish automatically fails.

WHIRLPOOL

Narrative encounter, ocean

A deadly maelstrom begins to take shape, threatening to pull the ship into the ocean's cold depths. The whole vessel rocks, causing Davy Bones to fall, hit his head, and lose consciousness. In order to avoid the whirlpool, each party member needs to step up and make one of the following ability checks:

- A **VDC Strength (Survival)** check to man the wheel and steer the ship away from the whirlpool.
- A **VDC Dexterity (Athletics)** check to climb the rigging and fully unfurl the sails to pick up speed.
- A **VDC Wisdom (Perception)** check to spot obstacles that may damage the hull.

Each check can only be attempted by one creature. Creatures that have proficiency with water vehicles have **advantage** on these checks. The ship's hull takes **15 bludgeoning damage** for each check failed.

KNOW THY ENEMY

During their journey, the party have the chance to gather multiple clues about the cracker kraken:

- Dealing fire damage to the kraken's tentacles momentarily dries them, making their attacks less effective.
- The kraken can sap the moisture out of creatures it holds, dealing necrotic damage in the process.
- The kraken relies heavily on grappling and restraining its victims.

These clues can be discovered in two separate encounters while searching the Candy Coast. The first clue is located in the wreck of one of the ships the kraken sank, while the second and third clues can be obtained by finding and rescuing a survivor of one of the kraken's attacks.

Shipwreck. After the first Tracking check (see Tracking, page 4), the party arrives at the site of one of the kraken's attacks. Davy Bones suggests they dive down and search the remains of the ship for any clues. If the party has no means to remain underwater

for extended periods of time, Davy can provide some diving gear that he has aboard his ship, consisting of a bulky suit attached by a cable to the ship. While wearing this suit, a creature's speed is reduced by **10 feet**, it can breathe underwater, and it can tug on the cable to be reeled up towards the ship at a rate of **60 feet** per round.

Survivor. After the second Tracking check (see Tracking, page 4), the party arrives at the site of another kraken attack. This time, they find a survivor—Jackfruit Sparrow (CN fruitfolk **bandit captain**). The captain of the ship, he has been drifting on a raft along with several of his former crew's corpses, which he couldn't bring himself to part with. He's ecstatic at the prospect of being rescued, and while he's eating and drinking for the first time in days, the party has the chance to look at the bodies.

CLUE 1: DRY SPELL

Cracker krakens are weak to fire damage. Where a normal cracker would get soggy upon exposure to water, a cracker kraken's unique physiology allows it to remain firm. This has a commensurate downside, however: when the kraken takes fire damage, it becomes especially brittle and its skin crumbles, weakening its attacks and causing it to lose grip on whatever it is grappling.

Exploration. The remains of the ship are located **500 feet** beneath the water's surface, in complete darkness. Scouring through them for **10 minutes** allows the party to easily find a severed cracker tentacle, which they can bring up to the ship for further examination. Additionally, each creature searching the wreckage can make a **VDC Wisdom (Perception)** check, finding one piece of the ship's cargo on a

success. Roll a **d6** and consult the table below to see what a creature finds, rerolling any duplicate results. Each piece of cargo is worth gold pieces equal to $10 \times$ the party's APL.

d6	Cargo
1	A small crate of pure walnut from the mines of Pahn'Trie
2	A sealed binder containing precious bread recipes, coveted by evil corporations
3	A golden statuette of a hermit crab wearing a variety of accessories that can be swapped out for different ones
4	A rock candy effigy representing the legendary jörmungumdr, wrapped around a gummy spire
5	Delicious scales shed by the dangerous dragon-fruit of the Fruitopian jungles
6	One small cask of munchback whale blubber, containing enough to cover two creatures (see Clue 3, page 8)

Examination. Upon bringing the tentacle up to the ship, several observations can be made:

- The tentacle still squirms and twitches even after being severed, almost with a mind of its own.
- It displays severe burn marks that left lasting damage.
- If touched by fire, it latches onto the nearest creature or object to pull itself away from the flame. Immediately after, it dries up and its skin crumbles, causing it to lose grip on the creature or object it was holding.

Using the Clue: Arcannons. The *Boney Lass'* arcannons can deal one of three different damage types, including fire (see page 30).

HANDOUT 1. DESICCATED BODIES



CLUE 2: DESICCATED BODIES

A cracker kraken's absorbent cracker body makes it especially adept at draining the moisture from other creatures. This allows the kraken to deal necrotic damage to creatures it bites with its beak or constricts with its tentacles.

Examination. A successful **VDC Wisdom (Medicine)** check made to examine the bodies of Jackfruit Sparrow's crew reveals two key pieces of information:

- Several of the corpses display distinctive marks and grooves around their torsos, suggesting that a large tentacle wrapped around them. Those bodies invariably have large bruises, broken ribs, or other signs of severe blunt force trauma.
- All of the bodies are shrivelled and desiccated, indicating that something drained the moisture from them, a symptom of necrotic damage.

CLUE 3: SLIPPERY SAILOR

The kraken relies heavily on grappling and restraining creatures, using its tentacles to drag creatures to its beak for devastating bite attacks and draining them of their moisture while they're constricted.

Revolting Stench. When the party first finds Jackfruit Sparrow, he emits an awful, rancid stench, which draws flies and similar insects to him. This is due to having been coated in munchback whale blubber, a valuable trade good along the Candy Coast. The blubber allowed him to escape the kraken and has long since dried on Jackfruit's skin, leaving its lingering stench.

Reliving the Attack. Once he's eaten a good meal and recovered from his tribulations, Jackfruit is willing to recount the tale of his ship's downfall. He describes how the ship was suddenly attacked by several tentacles, imparting the following pieces of information to the party:

- The tentacles grabbed the crew and either crushed them in their grip or tossed them into the sea.
- As the ship rocked, its cargo went flying. Jackfruit was struck by a barrel full of munchback blubber, which broke and coated him in the slippery substance.
- The tentacles tried to grab him as he made his escape, but the blubber caused him to slip free.

Using the Clue: Munchback Blubber. Jackfruit was able to make off with a small cask of munchback blubber, which he kept in case the tentacles came back.

HANDOUT 2. ARCANNONS



He's more than happy to offer it to the party in return for rescuing him. A creature can spend **10 minutes** coating itself with the munchback blubber, which lasts for **1 hour** before drying. A coated creature that is grappled rolls a **d20** at the start of each of its turns. On a roll of **11** or higher, it immediately slips out of the grapple. In addition, a creature that coats itself in blubber gains an awful stench, which gives it **disadvantage** on Persuasion checks made against non-sailor Humanoids (GM's discretion). The stench persists even after the effects of the blubber fade, and can only be removed with a bath or magic that allows a creature to clean itself, such as the *prestidigitation* cantrip.

HANDOUT 3. MUNCHBACK BLUBBER

**MUNCHBACK BLUBBER
STOPS YOU FROM BEING
GRABBED.**



THE BATTLE AHEAD

The battle against the cracker kraken is divided into three distinct phases, referred to as waves. The first two waves take place at the location of the *Spicerack's* wreck. In the first wave, the party must resist the assault of several maritime creatures, emboldened by the kraken's presence. In the second wave, the kraken's tentacles burst from the ocean around the *Boney Lass*, attempting to sink it. Should the party defeat the tentacles, the enraged kraken makes for the Big Apple, where the third wave occurs. The party will get a chance to take a short rest as their ship chases the creature, before facing it in a final confrontation at the city's harbour. However, taking too long to arrive at the harbour may result in a smaller reward at the end.

Helping Hand. Not as adept at fighting giant monsters as the party, Davy Bones helps by manning the ship's arcannons, enabling the party to use them during the waves. However, at any point during the battle, he can toss a party member some *potions of healing* (normal, greater, or superior at 5th, 9th, and 14th hunt level, respectively) if they seem low on hit points.

Using the Ship. Traditionally, a ship rolls for initiative and acts on its own initiative count, relying on the crew manning its components so it can take actions. However, Davy Bones is working with a skeleton crew, and if the party is involved in combat, they may not be available to man the ship's components. In that case, don't roll initiative for the ship. Instead, for the purposes of this adventure *only*, a party member can use an action to fire one of the ship's arcannons. Once an arcannon has been used, it can't be used again until initiative count 20 of the next round.

LAIR ACTIONS

While along the Candy Coast, the cracker kraken can manipulate the water that comprises its lair to terrorise foes. The saving throw DCs and damage of the lair actions depend on the level of the hunt.

Lair Actions. On initiative count 20 (losing initiative ties), the kraken takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row. See the table on page 1 for the damage, roll modifiers, and save DCs. The kraken only begins using lair actions during wave 3, with one exception detailed in the Tactics section for wave 2.

- ♦ **Draining Touch.** Tendrils of foaming water rear up from water in the kraken's lair. Up to three creatures within **20 feet** of a Large or larger body of water within the kraken's lair must succeed on a **VDC Dexterity saving throw** or be touched by a

tendrils and drained of their moisture, taking **Vdam** necrotic damage. For each creature that failed the saving throw, the kraken regains **2d4** hit points.

- ♦ **Watery Tentacle.** Water rises to form the shape of a giant tentacle, which appears in an unoccupied space within **30 feet** of the kraken. This water tentacle uses the statistics of one of the kraken's tentacles (young, adult, or ancient cracker tentacles at hunt levels 5, 9, or 14, respectively) and shares the kraken's initiative count, but takes its turn immediately before the kraken. The kraken can't have more than one water tentacle at the same time. If it uses this lair action again while a water tentacle is still standing, the older tentacle drops to 0 hit points and turns back into water.
- ♦ **Sweeping Current.** Powerful winds or water currents push against up to four creatures of the kraken's choice within **150 feet** of it in its lair. Each creature must succeed on a **VDC Strength saving throw** or be pushed **30 feet** in a direction of the kraken's choice.

ARRIVING AT THE WRECK

As the party arrives at the wreck of the *Spicerack*, read or paraphrase the following:

A lonely mast juts from the tranquil surface of the water, a beacon to any wandering the otherwise unremarkable ocean. As you approach, you spot flotsam bobbing around the mast and the vague shape of a ship down in the depths. The waters here are shallow, but still deep enough to contain any number of untold dangers.

Davy Bones points down at a piece of wooden debris, part of a figurehead: a single humanoid arm holding a pouch from which spice flows in abundance. "No two ways about it." The captain says, putting away his spyglass as the ship draws closer to the wreck. "That be the *Spicerack*."

Allow the party to look around a little, perhaps even lulling them into a false sense of security. When you are ready to begin the battle, start with wave 1, described below.

WAVE 1: HUNGRY SEALIFE

The creatures that inhabit the waters of the Candy Coast have learned to associate a kraken attack with a hearty meal, following the colossal leviathan in the hopes of feeding on the bodies of crewmates whenever it sinks a new ship. Emboldened and impatient, some climb aboard the party's ship for a quick appetiser. You can read or paraphrase the following:

"It be quiet." Davy Bones says, looking over what remains of the *Spicerack*. "Too quiet. Somethin' smells fishy here, and it ain't me barnacles!"

There's a sudden click behind you, where a large, bright red pincer has just closed itself around the ship's railing. An enormous crab is lifting itself onto the deck, snapping its pincers menacingly in the process... and it's not alone. Around the ship, other maritime creatures are climbing aboard and advancing upon you.

"We're bein' boarded! Battle stations, the lot of ye!" Davy shouts, and the sound of the creatures' hungry screeches is met with his own battle cry.

Wave 1 begins as soon as the party notices the creatures climbing on board.

ENEMIES

The enemies in wave 1 are local fauna, tantalised by the possibility of an easy meal. They fight without fear, confident that the kraken will show up at any moment and finish the job for them. See the Unique Flora and Fauna section on page 3 for the statistics of these creatures.

Level 5. At 5th level, the wave 1 combatants are:

- ♦ 2 octopasti* (CR 1)
- ♦ 2 giant crabapples (CR 4)

Level 9. At 9th level, the wave 1 combatants are:

- ♦ 2 octopasti* (CR 1)
- ♦ 4 giant crabapples (CR 4)

Level 14. At 14th level, the wave 1 combatants are:

- ♦ 5 giant crabapples (CR 4)
- ♦ 1 albafluss (CR 11)

*Octopastas/octopastodes depending on your school of thought.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. WRECK OF THE
SPICERACK

TACTICS

The enemies in this wave are disorganised and don't work together. Devoid of any intricate battle strategy, each one simply goes for whoever is closest. If an enemy is proving too difficult to hit, a creature pivots to a different target, hoping to make quicker work of them. Each creature flees when it's reduced below one-third of its maximum hit points.

These creatures aren't interested in completely defeating the entire crew. Note that all of them are able to automatically grapple a foe they hit with their attacks. As such, they try to grapple one or two enemies and drag them off the ship, where they can fight them more easily.

The kraken takes no lair actions during this wave.

RULES REMINDER

When a creature drags or carries another creature that it's grappling, its speed is halved unless the grappled creature is two or more sizes smaller than it.

END OF WAVE

Wave 1 ends when all the creatures are killed or begin to flee.

WAVE 2: TENTACLE TROUBLE

Wave 2 begins on initiative count 0 of the round that wave 1 ends on. It consists of the cracker kraken's tentacles. You can read or paraphrase the following:

The creatures' numbers begin to dwindle, but there's no time to celebrate your victory. The entire ship shakes as something collides with it from underneath. Almost in perfect unison, several enormous tentacles rise from the ocean, looming over the deck menacingly.

"I'd wager me eye gem this be the thing that's been sinkin' them ships," Davy Bones says, an excited smile gracing his skeletal face despite the circumstances. "Ye ready for this? To arms! Man the arcannons!"

The tentacles surround the ship and attack the party while the kraken's body remains underwater, holding on to the *Boney Lass*. Until the ship is released, it can't move. During this wave, a special event occurs on every round:

Countdown to Breakdown. The tentacles are constantly thrashing, endangering the ship. On initiative count 0 of each round (losing initiative ties), a random component on the ship takes 15 bludgeoning damage for each tentacle that has at least 1 hit point. If a tentacle has taken enough fire damage to trigger its Dry Skin trait since the start of the round, it doesn't deal damage to the ship.

LOSING THE SHIP

During this wave, it's possible for the tentacles to reduce the *Boney Lass*' hull to 0 hit points, destroying it. The wave doesn't end here. Rather, the tentacles continue to attack the party in the water. You can read or paraphrase the following:

The tentacles wrap themselves around the ship's main deck, squeezing tightly until the wooden planks give in with a deafening snap. Splinters go flying in every direction as the *Boney Lass* is cleaved neatly in twain. As both halves slowly sink into the depths, Davy Bones stands tall before the wheel.

"A good cap'n always goes down with the ship!" He offers as an explanation, motioning for the party to save themselves. His apparent sacrifice is undercut by a cheeky wink. "But 's'not like I need ta breathe anyway. Fear not for me, lads, just set yer eyes on them tentacles!"

ENEMIES

The enemies in wave 2 are the kraken's tentacles, which thrash about to grab creatures and destroy the ship. The statistics for all enemies are present in Appendix C.

Level 5. At 5th level, the wave 2 combatants are:

- 6 **young cracker tentacles** (CR 2)

Level 9. At 9th level, the wave 2 combatants are:

- 5 **adult cracker tentacles** (CR 4)

Level 14. At 14th level, the wave 2 combatants are:

- 6 **ancient cracker tentacles** (CR 6)

TACTICS

The tentacles try to grapple different party members with their Slam attacks, following them up with their Constrict actions. If a party member is dealing too much damage even while restrained, the tentacle attempts to throw it in the ocean with its Toss Over-

1 SQUARE = 5 FEET

CARTOGRAPHER:
VENATUS MAPS

MAP 2. THE BONEY LASS



board action. Tentacles prioritise creatures capable of dealing fire damage. They don't target the ship, damaging it only via the Countdown to Breakdown special event described above. Each tentacle fights until it's defeated.

The kraken takes no lair actions during this wave, with one exception: if one or more party members attempt to escape the reach of the tentacles, the kraken uses its Sweeping Current lair action as soon as it can to push them back into its tentacles' reach.

END OF WAVE

Wave 2 ends when all of the tentacles are reduced to 0 hit points. The cracker kraken emerges from the ocean, roaring in fury, and takes off in the direction of the Big Apple, carrying its eggs with it in a last ditch effort to get them to the river. The party must follow the raging creature and fight it in the city harbour before it's able to wreak havoc upon it.

The last of the tentacles fall back into the ocean and the ship shakes again as it's released from the mysterious grip from below. For the first time since the attack, Davy Bones breathes a sigh of relief.

"Good job, lads. 'Twas no easy task, but I think ye did i."

He's cut off by an earth-shaking roar as a massive silhouette rises from the water—a bulbous head of salty cracker, the rectangular pupils in its bulging eyes looking down upon the *Boney Lass* with boiling anger. Some tentacles yet remain, squirming underwater, and nestled safely in them are small clutches of white, oval objects—eggs. For a tense moment, it looks like it's about to take a bite out of the ship, crushing it in its massive, powerful beak... And then it suddenly turns around and launches itself in the opposite direction. The ship is left to rock gently in the kraken's trail as it swims southward at high speed.

"... Curses." Davy mutters. "... It's headin' for the city."

TO THE RESCUE

At this point, the party must chase the kraken back to the Big Apple to prevent it from wreaking havoc upon the harbour. The kraken reaches the city in **1 hour**

and begins its attack. If the *Boney Lass* moves at its normal speed, the party arrives at the same time as the creature, and may have a chance to take a short rest along the way. However, several factors may impact the length of the journey:

- ♦ **Resources.** If the party expends significant resources to accelerate their trip, such as using spells like *gust of wind* or *control water*, or by transforming into aquatic animals that can help pull the ship, the travel time is reduced by **10 minutes** per resource used (down to a minimum of 30 minutes).
- ♦ **Component Damage.** For every 25 damage the sails have taken, the travel time is increased by **20 minutes**. If either the helm or sails have been completely destroyed, the ship can't navigate to the Big Apple at all.
- ♦ **Component Repair.** Repairs on the *Boney Lass* are accelerated and enhanced thanks to its *Marrow-core Hull*. Davy Bones has the supplies needed to repair components aboard the ship. As long as the ship isn't moving, the whole party can spend time repairing it; for every **20 minutes** of work, one ship component, other than the hull, regains **25** hit points. If a party member has proficiency in a relevant tool (such as weaver's tools to repair the sails, or carpenter's or woodcarver's tools to repair components), the repair time is halved.
- ♦ **Sunk Ship.** If the hull is reduced to 0 hit points, the ship is completely destroyed and can't be repaired. At this point, it's up to the party to figure out a way to return to the Big Apple in time to stop the kraken. They can spend **30 minutes** fashioning a raft from the remains of the ship, or make **VDC Wisdom (Animal Handling)** checks to convince sealife to give them a ride. It's up to the GM to consider the methods used by the party and determine how long they would take to return.

Arriving Early. By using resources, the party may get to the Big Apple *before* the kraken. Since the kraken is travelling underwater, it's not possible to encounter it along the way. If this happens, they may still finish their short rest, or they can spend that time trying to convince some of the braver citizens to aid them in the fight instead. A party member that forgoes a short rest can make a **VDC Charisma (Persuasion)** check. On a success, they manage to gather enough citizens to come aboard the *Boney Lass*, which docks at the harbour, and man its weapons (as long as at least one is still intact). On initiative count 0 of each round, the *Boney Lass* makes an attack with its arcana against a creature of the party's choice.



Arriving Late. If the party arrives late to the city, the kraken has the chance to cause significant destruction, which reduces the monetary reward at the end of the quest, as the Big Apple needs the funds for repairs instead.

- ♦ **10-29 minutes late:** The reward is reduced by 25%.
- ♦ **30-59 minutes late:** The reward is reduced by 50%.
- ♦ **60-119 minutes late:** The reward is reduced by 75%.
- ♦ **120+ minutes late:** The quest fails. See “Failing the Quest” below.

Failing the Quest. If the party has no way of returning to the Big Apple in time, there’s no one to stop the kraken from wreaking havoc and forging its way upstream. It destroys the harbour and all the structures across and adjacent to the estuary. If the party is stranded at the wreck of the *Spicerack*, a merchant ship fleeing the Big Apple comes across them **1d4 hours** after the harbour’s destruction, takes them aboard, and gives them the bad news. The quest is failed and the party earns no reward.

WAVE 3: SALTSTORM

Wave 3 begins when the party reaches the Big Apple. It consists of the cracker kraken and a couple more of its tentacles. Davy Bones isn’t too keen on risking his ship more than he has to, and suggests the party disembark and fight the kraken on shore.

ENEMIES

The enemies in this wave are the kraken proper and its remaining tentacles. The statistics for all enemies are present in Appendix C.

Level 5. At 5th level, the wave 3 combatants are:

- ♦ 1 **young cracker kraken** (CR 5)
- ♦ 2 **young cracker tentacles** (CR 2)

Level 9. At 9th level, the wave 3 combatants are:

- ♦ 1 **adult cracker kraken** (CR 8)
- ♦ 2 **adult cracker tentacles** (CR 4)

Level 14. At 14th level, the wave 3 combatants are:

- ♦ 1 **ancient cracker kraken** (CR 14)
- ♦ 2 **ancient cracker tentacles** (CR 6)





THIS PAGE: CZE & PEKU; OPPOSITE: SAM JUMISKO

1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 3. BIG APPLE HARBOUR

TACTICS

During wave 3, the kraken uses its lair actions throughout the fight, and combatants fight according to the tactics below:

Kraken. The kraken prefers staying in the water, where it's strongest, at the centre of the harbour. The kraken benefits from using its Desiccating Bite as often as possible, which deals the most damage and restores its hit points. If there are no available targets next to it, it uses its legendary actions to move or cause a tentacle to attack, hoping to grapple a creature. The kraken only uses its Water Jet if there are no creatures within reach of it or its tentacles.

If the kraken already has one or more targets for its bite, it uses its Salt Rain legendary action, targeting as many foes as possible.

If the kraken is able to use its Watery Tentacle lair action to create a tentacle, it does so. The other lair actions that it uses depend on the party's tactics and positioning. If many party members are far away, or up on the rooftops attacking at a distance, the kraken uses its Sweeping Current lair action to pull them closer, perhaps even causing them to fall to the ground. Otherwise, it uses its Draining Touch lair action.

Tentacles. The tentacles are an extension of the kraken's body, and they work in perfect tandem. On their turns, they try to grapple creatures and then move them to the kraken where they can be bitten.

END OF WAVE

This wave ends once the cracker kraken is reduced to 0 hit points. When this happens, any remaining tentacles are reduced to 0 hit points as well. Read or paraphrase the following:

The cracker kraken's head sways precariously as the last of its strength fades, its injuries too much to bear. With a pitiful growl, it collapses on one of the piers, which shatters beneath its heft, and for a few seconds, all seems well... until you spot movement under the surface of the water. Is the monster not dead? Can its tentacles fight still? But what comes out is a swarm of tiny creatures, each a miniature version of the kraken, clumsily climbing up the corpse and heading for the mouth of the river.

Babies. Newly hatched, by the looks of it, and instinctively drawn to their natural habitat. The citizens of the Big Apple tentatively poke their heads out of their homes to watch the harmless creatures, whose small size allows them to slither through the piers in order to pour into the river and disappear from view. The circle of life continues.

OPTIONAL ENDING: THE LAST WAVE

If you're running a one-shot, there might not be much point in harvesting the cracker kraken's corpse. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt. When the kraken is defeated, its body is pulled back into the ocean, and an enormous wave washes over the harbour, threatening to pull the party in as well. You can read the following:

As the lifeless body of the kraken falls back into the bay, defeated at last, the waters churn and rise unnaturally. A giant wave forms, already growing taller than some of the ships in the docks, and blots out the sun for just a heartbeat before crashing violently into the harbour. The force of the rushing water is nearly irresistible, and it threatens to pull you into an enormous whirlpool that begins to take shape at the heart of the bay.

When the wave crashes down on the harbour, each creature in the area must succeed on a **VDC Strength saving throw** or be tossed against the nearest building, taking **Vdam** bludgeoning damage and being knocked **prone**. Creatures standing on higher ground (such as a rooftop or the mast of a ship) that fail the saving throw are also knocked to the ground, taking falling damage as normal. On initiative count 20 of the next round, each creature still on the ground must succeed on another **VDC Strength saving throw** or be pulled into the ocean and the whirlpool.

A creature that starts its turn in the whirlpool takes **Vdam** bludgeoning damage and is pulled **30 feet** deeper into the water. To swim up against it, a creature must succeed on a **VDC Strength (Athletics)** check. The whirlpool lasts for **1d4 + 1** rounds.

AFTERMATH

Here are some possible outcomes of the hunt:

- Aware that the baby krakens will one day return, fully grown and seeking to leave the island, the city begins to modify its infrastructure to allow for their passage when the time comes.
- If the party arrived at the harbour in time, preventing it from sustaining significant damage, a ceremony is held in their honour the following day. They are presented with a Key to the City and declared official friends of the Big Apple.
- Conversely, if the party failed to prevent the harbour's complete destruction, the Big Apple is severely impacted, suffering great losses in tourism and trade. For the first time in many years, several people leave the city, looking for better opportunities elsewhere.
- Jackfruit Sparrow retires from sailing and begins working on creating an alchemical variant of munchback blubber with a pleasant fragrance instead of a horrible stench. His final product, Eau de Munchback, is still fairly repulsive.
- Al Fredo is grateful to the party for avenging his wife. Encouraged by their success, he starts a charity to aid other victims of the kraken and similar maritime disasters.
- To commemorate the successful hunt, Davy Bones modifies the figurehead of his ship, chang-

ing the mermaid's bottom half into skeletal kraken tentacles. He merrily ignores anyone who points out that kraken tentacles don't have bones.

- If the *Boney Lass* was destroyed, Davy's enthusiasm and optimism are undeterred. He promptly begins construction of its successor, the *Bonier Lass*, which he proclaims will be bigger, faster, and spookier than the first.
- After the adventure, Davy Bones offers to sail the party to any of the other islands in Y'ummm, be it for a relaxing vacation or a brand new quest.

TREASURE

Once the party has defeated the cracker kraken, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

HARVESTING

The following components can be harvested from the remains of the cracker kraken and used to make unique items.

CRACKER KRAKEN HARVEST TABLE

Component DC	Components
10	Beak
15	Heart, tentacle

CRAFTING

The following unique items can be crafted from the cracker kraken's components.

CRACKER KRAKEN CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Calamarmour</i>	Armour (light, medium, or heavy)	Uncommon	Required	<i>Monstrosity (cracker kraken) tentacle</i>	<i>Frail</i>	820 gp
		Rare			<i>Robust</i>	4,110 gp
		Very rare			<i>Potent</i>	11,850 gp
<i>Hyper Soaker</i>	Weapon (any firearm)	Uncommon	—	<i>Monstrosity (cracker kraken) beak</i>	<i>Frail</i>	450 gp
		Rare			<i>Robust</i>	1,900 gp
		Very rare			<i>Potent</i>	8,530 gp
<i>Torrential Mantle</i>	Wondrous item	Uncommon	Required	<i>Monstrosity (cracker kraken) heart</i>	<i>Frail</i>	800 gp
		Rare			<i>Robust</i>	3,440 gp
		Very rare			<i>Potent</i>	11,200 gp

* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A - MAGIC ITEMS

CALAMARMOUR

Armour (light, medium, or heavy), very rare (requires attunement)

Component: Monstrosity (cracker kraken) tentacle

During the forging process, this armour must be periodically doused with seawater. Once complete, it sometimes releases this water as salty seafoam, which forms into a distinguished moustache or magnificent beard on the face of the wearer. A must-have for any sea captain incapable of growing their own facial hair!

You have a **+1 bonus** to AC while wearing this armour.

Draining Touch. When a creature touches you or hits you with a melee attack, you can use your reaction to drain some of its moisture. The creature must make a **DC 16 Constitution saving throw**, taking **3d6** necrotic damage on a failed save, or half as much damage on a successful one. Creatures without

body moisture, such as some Undead, Constructs, and Elementals (GM's discretion) take no damage from this property.

Revitalising Fluids. While wearing this armour, you can use a bonus action to enhance its absorptive power for **1 minute**, using the moisture it drinks in to revitalise yourself. For the duration, you regain **2d6** hit points when you end your turn at least partially submerged in water, and when the Draining Touch property deals damage, you also regain hit points equal to half the damage taken. Once this property of the armour has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**, the damage to **2d6**, and the hit points you regain if partially submerged in water to **1d6**. Remove the bonus to AC.

Rare variant: Reduce the **DC** to **15**. Remove the bonus to AC.

HYPER SOAKER

Weapon (any firearm), uncommon

Component: Monstrosity (cracker kraken) beak

Don't let the name fool you! This strange contraption is not a mere child's toy, but a powerful weapon capable of discharging jets of water at high enough pressure to cut through pure steel. And all it requires in return is for you to give up a tiny smidge of your own vitality. What a deal!

This weapon doesn't require normal ammunition. Instead of bullets that deal the weapon's normal damage type, it shoots blasts of water that deal bludgeoning damage. Whenever you reload the weapon, you take **1** necrotic damage that can't be reduced or prevented in any way, as the gun drains some of your body's moisture to refill itself.

Pressure Cutter. As an action while holding this weapon, you can shoot a thin jet of water in a **100-foot line** that is **5 feet** wide. Each creature in the line must make a **DC 13 Dexterity saving throw**, taking **4d6** piercing damage on a failure, or half as much damage on a success. Objects in the line also take this damage. Creatures don't benefit from cover thinner than **2 feet**, as the jet of water pierces straight through it. Once this property of the weapon has been used, it can't be used again until the next dawn.

CALAMARMOUR



Rare variant: Increase the **DC** to **15** and the piercing damage to **5d6**. This weapon deals an extra **1d6** cold damage to the first target it hits on each of your turns.

Very rare variant: Increase the **DC** to **16** and the piercing damage to **8d6**. This weapon deals an extra **1d10** cold damage to the first target it hits on each of your turns.

TORRENTIAL MANTLE

Wondrous item, rare (requires attunement)

Component: Monstrosity (cracker kraken) heart

The power of rushing water is not to be underestimated. Crashing waves reduce rock to rubble; inescapable currents pull poor souls to their doom; and rising tides drown entire settlements. Water truly is a force of nature—and now you can be one too.

Rush of Water. As a bonus action while wearing this cloak, you can briefly transform into a waterspout and move to an unoccupied space within **30 feet** of

you without provoking opportunity attacks, after which you transform back into your original form. Each creature within **10 feet** of the space you end this move in must make a **DC 15 Strength saving throw**. On a failed save, a creature is knocked **prone** as a wave of water crashes down on it. After this property of the cloak has been used, roll a **d6**. On a **2** or lower, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**, the area of effect to within **5 feet** of the space you end the move in, and the **d6** to a **d4**.

Very rare variant: Increase the **DC** to **16**. Creatures that make a saving throw against the Rush of Water property also take **2d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

HYPER SOAKER



TORRENTIAL MANTLE

APPENDIX B - SPELLS

MASS LEECH

3rd-level necromancy

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M (a live leech that has fed on Humanoid blood in the past 24 hours)

Duration: Instantaneous

Class: Cleric, Tamer, Warlock, Wizard

You drain the life force of those around you, turning their limbs heavy and their bones cold. Each creature of your choice within **20 feet** of you must make a **Constitution saving throw**. A target takes **2d8** necrotic damage on a failure, or half as much damage on a success. The caster regains hit points equal to half the total amount of necrotic damage dealt to Small or larger creatures.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

TENTACLE LASH

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: Self

Components: V, S, M (a miniature plunger)

Duration: Concentration, up to 1 minute

Class: Druid, Ranger, Warlock, Wizard

One of your arms elongates into a long, wet, suckered tentacle. When you cast this spell, and as an action on each of your turns, you can make a **melee spell attack** against a creature within **30 feet** of you. On a hit, the target takes **5d8** bludgeoning damage and it must make a **Strength saving throw** if it is Huge or smaller. On a failure, you can choose one of the following effects:

- ♦ The target is knocked **prone**.
- ♦ The target is shoved **5 feet** in a direction of your choice.
- ♦ You disarm the target; you take one item the target is holding and return it to your person.

The tentacle also serves as an appendage that can be used like a grappling hook or rope (GM's discretion).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each slot level above 4th.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 4 pints. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by 1d6 and the distance it can pull a target increases by 5 feet when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).



APPENDIX C - CREATURES

CRACKER KRAKEN

Native to the archipelago of Y'ummm, cracker krakens are aquatic behemoths that inhabit lakes and rivers across the isles. Scholars have long been intrigued by these creatures' numerous biological oddities, but researching the matter is a difficult and perilous undertaking. Not only are cracker krakens quite rare, but they also defend their territories fiercely and don't take kindly to intruders.

Absorbent Skin. Contact with a cracker kraken is immeasurably dangerous due to their porous, highly absorbent skin, which is capable of draining moisture from anything it touches. It's for this reason that cracker krakens require large bodies of water to in-

habit, and why saltwater is so harmful to their health. Miraculously, some facet of their physiology prevents their cracker bodies from becoming softened on exposure to water. The secret to recreating this material property could be worth tons of gold in the shipping industry, and shipwright magnates offer high bounties for magically-preserved samples of cracker krakens.

Brains for Days. The nervous system of a cracker kraken is a thing of wonder. Like most living creatures, its head contains a brain. However, running down the length of each tentacle is a myriad of tightly condensed neurons, abundant enough for zoologists to label each a ganglion, or mini-brain. These mini-brains allow the kraken's tentacles to move semi-autonomously, a terrifying trait for those unlucky enough to find themselves the subjects of their territorial ire.

THE CRACKER KRAKEN



YOUNG CRACKER KRAKEN

Gargantuan Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 81 (6d20 + 18)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Str +6, Con +6

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Legendary Resistance (2/Day). If the kraken fails a saving throw, it can choose to succeed instead.

Multiple Brains. The kraken has **advantage** on saving throws against being charmed, frightened, and stunned.

Tentacles. The kraken has tentacles, which use the **young cracker tentacle** statistics and act as independent creatures under the kraken's command. In combat, they have their own initiative and act according to the kraken's wishes. A tentacle can never be farther than **30 feet** from the kraken, and any attempts to move or teleport a tentacle beyond this range automatically fail. If the kraken moving would result in a tentacle being farther than 30 feet from it, the tentacle moves with the kraken, navigating around obstacles and pushing Huge or smaller creatures out of their path into the nearest unoccupied space.

While the kraken suffers from the blinded, deafened, exhausted, poisoned, or unconscious conditions, all of its tentacles suffer from the same condition. If the kraken is reduced to 0 hit points, all of its tentacles are reduced to 0 hit points as well. A kraken's tentacles regain all hit points when the kraken finishes a short or long rest.

ACTIONS

Desiccating Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (**2d10 + 3**) piercing damage. If the target is a creature, it takes an extra 7 (**2d6**) necrotic damage, and the kraken regains hit points equal to half the necrotic damage taken.

Water Jet. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 8 (**1d10 + 3**) bludgeoning damage. If the target is Large or smaller and within the attack's normal range, it must succeed on a **DC 14 Strength saving throw** or be pushed **30 feet** directly away from the kraken and knocked **prone**.

Manipulate Tentacle. The kraken causes one of its tentacles to move up to **30 feet**. Before or after the move, the tentacle can make one Slam attack.

Regenerative Surge (1/Day). The kraken taps into some of its primal power, forcing its body to regenerate more rapidly and causing two of its tentacles to immediately regain all of their hit points.

LEGENDARY ACTIONS

The kraken can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Attack. The kraken makes one Water Jet attack or uses its Manipulate Tentacle.

Kraken's Breach. If the kraken is in water, it sinks into it and swims up to half its speed without provoking opportunity attacks, after which it surfaces, causing large waves to crash all around it. Each creature within **10 feet** of the kraken when it emerges must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

Salt Rain (Costs 2 Actions). If the kraken is in water, it slams the surface of the water, causing salty droplets to rain down on a **20-foot cube** within **30 feet** of it. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 10 (**3d6**) necrotic damage on a failed save, or half as much damage on a successful one.

YOUNG CRACKER TENTACLE

Large Monstrosity, Unaligned

Armour Class 15 (natural armour)

Hit Points 52 (7d10 + 14)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Damage Resistances cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, unconscious

Senses see Body Part trait

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** see Body Part trait

Body Part. The tentacle is a part of a cracker kraken. It shares the kraken's senses and proficiency bonus, and has no will of its own. While the kraken suffers from the blinded, deafened, exhaustion, poisoned, or unconscious condition, the tentacle suffers from the same condition, ignoring its condition immunity.

Dry Skin. If the tentacle takes **10** or more fire damage in a single turn, it suffers **disadvantage** on attack rolls until the end of its next turn. Additionally, it releases any creatures it has grappled.

Powerful Build. The tentacle's speed isn't reduced by grappling a creature that is one or more sizes smaller than it.

ACTIONS

Slam. *Melee Weapon Attack:* **+5** to hit, reach 10 ft., one target. *Hit:* 11 (**2d8 + 2**) bludgeoning damage, and if the target is a Medium or smaller creature, it is **grappled (escape DC 13)**. While grappling a creature, the tentacle can't use its Slam attack.

Constrict. The tentacle attempts to wrap itself around a creature it's grappling, which must succeed on a **DC 13 Strength saving throw** or be **restrained** until the grapple ends. The restrained creature takes 7 (**2d6**) necrotic damage at the start of each of its turns as its body is drained of moisture.

Toss Overboard. The tentacle attempts to fling a creature it's grappling, which must succeed on a **DC 13 Strength saving throw** or be thrown up to **20 feet** away where it lands **prone**. If a thrown creature hits an obstacle or another creature, it stops and both the creature and the thing it hit take 7 (**2d6**) bludgeoning damage.



ADULT CRACKER KRAKEN

Gargantuan Monstrosity, Unaligned

Armour Class 17 (natural armour)

Hit Points 116 (8d20 + 32)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (-2)	13 (+1)	7 (-2)

Saving Throws Str +8, Con +7

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Legendary Resistance (3/Day). If the kraken fails a saving throw, it can choose to succeed instead.

Multiple Brains. The kraken has **advantage** on saving throws against being charmed, frightened, and stunned.

Tentacles. The kraken has tentacles, which use the **adult cracker tentacle** statistics and act as independent creatures under the kraken's command. In combat, they have their own initiative and act according to the kraken's wishes. A tentacle can never be farther than **30 feet** from the kraken, and any attempts to move or teleport a tentacle beyond this range automatically fail. If the kraken moving would result in a tentacle being farther than 30 feet from it, the tentacle moves with the kraken.

While the kraken suffers from the blinded, deafened, exhaustion, poisoned, or unconscious conditions, all of its tentacles suffer from the same condition. If the kraken is reduced to 0 hit points, all of its tentacles are reduced to 0 hit points as well. A kraken's tentacles regain all hit points when the kraken finishes a short or long rest.

ACTIONS

Desiccating Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature, it takes an extra 10 (3d6) necrotic damage, and the kraken regains hit points equal to half the necrotic damage taken.

Water Jet. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the target is Large or smaller and within the attack's normal range, it must succeed on a **DC 16 Strength saving throw** or be pushed **30 feet** directly away from the kraken and knocked **prone**.

Manipulate Tentacle. The kraken causes one of its tentacles to move up to **30 feet**. Before or after the move, the tentacle can make one Slam attack.

Regenerative Surge (1/Day). The kraken taps into some of its primal power, forcing its body to regenerate more rapidly and causing two of its tentacles to immediately regain all of their hit points.

LEGENDARY ACTIONS

The kraken can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Attack. The kraken makes one Water Jet attack or uses its Manipulate Tentacle.

Kraken's Breach. If the kraken is in water, it sinks into it and swims up to half its speed without provoking opportunity attacks, after which it surfaces, causing large waves to crash all around it. Each creature within **10 feet** of the kraken when it emerges must succeed on a **DC 16 Strength saving throw** or be knocked **prone**.

Salt Rain (Costs 2 Actions). If the kraken is in water, it slams the surface of the water, causing salty droplets to rain down on a **20-foot cube** within **30 feet** of it. Each creature in the area must make a **DC 16 Dexterity saving throw**, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

ADULT CRACKER TENTACLE

Large Monstrosity, Unaligned

Armour Class 17 (natural armour)

Hit Points 76 (9d10 + 27)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

Damage Resistances cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, unconscious

Senses see Body Part trait

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** see Body Part trait

Body Part. The tentacle is a part of a cracker kraken. It shares the kraken's senses and proficiency bonus, and has no will of its own. While the kraken suffers from the blinded, deafened, exhaustion, poisoned, or unconscious condition, the tentacle suffers from the same condition, ignoring its condition immunity.

Dry Skin. If the tentacle takes **15** or more fire damage in a single turn, it suffers **disadvantage** on the next attack roll it makes before the end of its next turn. Additionally, it releases any creatures it has grappled.

Powerful Build. The tentacle's speed isn't reduced by grappling a creature that is one or more sizes smaller than it.

ACTIONS

Multiattack. The tentacle makes two Slam attacks. It can replace one of those attacks with a use of its Constrict or Toss Overboard.

Slam. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 14 (**2d10 + 3**) bludgeoning damage, and if the target is a Medium or smaller creature, it is **grappled (escape DC 14)**. While grappling a creature, the tentacle can't use its Slam attack.

Constrict. The tentacle attempts to wrap itself around a creature it's grappling, which must succeed on a **DC 14 Strength saving throw** or be **restrained** until the grapple ends. The restrained creature takes 9 (**2d8**) necrotic damage at the start of each of its turns as its body is drained of moisture.

Toss Overboard. The tentacle attempts to fling a creature it's grappling, which must succeed on a **DC 14 Strength saving throw** or be thrown up to **20 feet** away where it lands **prone**. If a thrown creature hits an obstacle or another creature, it stops and both the creature and the thing it hit take 7 (**2d6**) bludgeoning damage.



ANCIENT CRACKER KRAKEN

Gargantuan Monstrosity, Unaligned

Armour Class 19 (natural armour)

Hit Points 155 (10d20 + 50)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-2)	15 (+2)	7 (-2)

Saving Throws Str +10, Con +10

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the kraken fails a saving throw, it can choose to succeed instead.

Multiple Brains. The kraken has **advantage** on saving throws against being charmed, frightened, and stunned.

Tentacles. The kraken has tentacles, which use the **ancient cracker tentacle** statistics and act as independent creatures under the kraken's command. In combat, they have their own initiative and act according to the kraken's wishes. A tentacle can never be farther than **30 feet** from the kraken, and any attempts to move or teleport a tentacle beyond this range automatically fail. If the kraken moving would result in a tentacle being farther than 30 feet from it, the tentacle moves with the kraken.

While the kraken suffers from the blinded, deafened, exhaustion, poisoned, or unconscious conditions, all of its tentacles suffer from the same condition. If the kraken is reduced to 0 hit points, all of its tentacles are reduced to 0 hit points as well. A kraken's tentacles regain all hit points when the kraken finishes a short or long rest.

ACTIONS

Multiattack. The kraken makes two attacks, only one of which can be a Desiccating Bite. It can replace any of its attacks with uses of its Manipulate Tentacle.

Desiccating Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature, it takes an extra 14 (4d6) necrotic damage, and the kraken regains hit points equal to half the necrotic damage taken.

Water Jet. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the target is Large or smaller and within the attack's normal range, it must succeed on a **DC 18 Strength saving throw** or be pushed **30 feet** directly away from the kraken and knocked **prone**.

Manipulate Tentacle. The kraken causes one of its tentacles to move up to **30 feet**. Before or after the move, the tentacle can make one Slam attack.

Regenerative Surge (1/Day). The kraken taps into some of its primal power, forcing its body to regenerate more rapidly and causing two of its tentacles to immediately regain all of their hit points.

LEGENDARY ACTIONS

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

Attack. The kraken makes one Water Jet attack or uses its Manipulate Tentacle.

Kraken's Breach. If the kraken is in water, it sinks into it and swims up to half its speed without provoking opportunity attacks, after which it surfaces, causing large waves to crash all around it. Each creature within **10 feet** of the kraken when it emerges must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

Salt Rain (Costs 2 Actions). If the kraken is in water, it slams the surface of the water, causing salty droplets to rain down on a **20-foot cube** within **30 feet** of it. Each creature in the area must make a **DC 18 Dexterity saving throw**, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

ANCIENT CRACKER TENTACLE

Large Monstrosity, Unaligned

Armour Class 19 (natural armour)

Hit Points 85 (9d10 + 36)

Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Damage Resistances cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, unconscious

Senses see Body Part trait

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** see Body Part trait

Body Part. The tentacle is a part of a cracker kraken. It shares the kraken's senses and proficiency bonus, and has no will of its own. While the kraken suffers from the blinded, deafened, exhaustion, poisoned, or unconscious condition, the tentacle suffers from the same condition, ignoring its condition immunity.

Dry Skin. If the tentacle takes **20** or more fire damage in a single turn, it suffers **disadvantage** on the next attack roll it makes before the end of its next turn. Additionally, it releases any creatures it has grappled.

Powerful Build. The tentacle's speed isn't reduced by grappling a creature that is one or more sizes smaller than it.

ACTIONS

Multiattack. The tentacle makes three Slam attacks. It can replace one of those attacks with a use of its Constrict or Toss Overboard.

Slam. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 15 (**2d10 + 4**) bludgeoning damage, and if the target is a Medium or smaller creature, it is **grappled (escape DC 17)**. While grappling a creature, the tentacle can't use its Slam attack.

Constrict. The tentacle attempts to wrap itself around a creature it's grappling, which must succeed on a **DC 17 Strength saving throw** or be **restrained** until the grapple ends. The restrained creature takes 11 (**2d10**) necrotic damage at the start of each of its turns as its body is drained of moisture.

Toss Overboard. The tentacle attempts to fling a creature it's grappling, which must succeed on a **DC 17 Strength saving throw** or be thrown up to **30 feet** away where it lands **prone**. If a thrown creature hits an obstacle or another creature, it stops and both the creature and the thing it hit take 7 (**2d6**) bludgeoning damage.



APPENDIX D - THE BONEY LASS

The *Boney Lass* is Davy Bones' ship. When he first became Undead, he relinquished his previous possessions and built a new vessel from scratch. Its name and appearance serve as a grim reminder of his condition, a symbol of the folly of his past, and a warning to never repeat it. To anyone who asks, however, he jokingly plays it off as needing the ship to have a "spooky" appearance befitting its skeletal captain.

Using the Ship. Traditionally, a ship rolls its own initiative, relying on the crew manning its components so it can take actions. However, Davy Bones is working with a skeleton crew, and if the party is involved in combat, they may not be available to man the ship's components. In that case, don't roll initiative for the ship. Instead, for the purposes of this adventure only, a party member can use an action to fire one of the ship's arcannons. Once an arcannon has been used, it can't be used again until initiative count 20 of the next round.

THE BONEY LASS

Gargantuan Vehicle (100 ft. by 20 ft.)

Creature Capacity 10 crew, 5 passengers

Cargo Capacity 20 tons

Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralysed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the ship can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than five crew. It can't take these actions if it has fewer than two crew.

Fire Arcannon. The ship fires one of its arcannons.

Move. The ship uses its helm to move with its sails.

HULL

Armour Class 15

Hit Points 200 (damage threshold 10)

CONTROL: HELM

Armour Class 18

Hit Points 50

Move up to the speed of one of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: SAILS

Armour Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (Water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

WEAPONS: ARCANNONS (2)

Armour Class 15

Hit Points 50

Ranged Weapon Attack: **Vmod** to hit, range 120/480 ft., one target.

Hit: 10 (**3d6**), 14 (**4d6**), or 21 (**6d6**) lightning damage at APL 5, 9, and 14, respectively.

Shot Selector. As a bonus action, a creature can change the damage type of the arcannon to one of the following: cold, fire, or lightning.

FAMILIAR - SUSHEEP



1

CHEF'S SPECIAL I

PREREQUISITE: BBECOME COMPANION

"Here's the menu..."

3

GROWTH I

PREREQUISITE: —

"No longer bite-sized..."

AQUATIC ADAPTATION

PREREQUISITE: —

"Do krakens dream of aquatic sheep?"

5

CHEF'S SPECIAL II

PREREQUISITE: CHEF'S SPECIAL I

"...today's special is pain..."

WATER JET I

PREREQUISITE: —

"Spitting is bad manners..."

MULTIATTACK

PREREQUISITE: —

"Time for the second course."

9

GROWTH II

PREREQUISITE: GROWTH I

"...in fact, it's a family meal!"

WATER JET II

PREREQUISITE: WATER JET I

"...but I'll allow it."

13

CHEF'S SPECIAL III

PREREQUISITE: CHEF'S SPECIAL II

"...it comes with a side of fear..."

GLUTINOUS RICE

PREREQUISITE: —

"Impossible to dig in."

17

CHEF'S SPECIAL IV

PREREQUISITE: CHEF'S SPECIAL III

"...paired with a bottle of regret."

"All of the familiars from Y'ummm look really appetising, but the susheep has to be one of the hardest to resist... Do you think it would miss a few grains of rice... maybe a chunk of the fish?"

— Heliana, Tempted Gourmand

Type: Monstrosity

Creature Component: Any cracker kraken

Bonus Tamer Improvement: Chef's Special I and +2 Hit Dice

Susheep can be found frolicking in verdant, riverside hills and grassy dunes all across Y'ummm. As long as there's a body of water

and plenty of vegetation nearby, chances are you'll find one of these creatures happily munching away at the local plantlife. They are divided into three subspecies, which can be told apart by the type of fish on their back: tuna susheep tend to be larger and sturdier than their counterparts, salmon susheep are the best swimmers and climbers, and halibut susheep are smaller and flatter, allowing them to squeeze into tight spaces. These docile creatures are slow to agitate, but will fight tooth and hoof to defend their territory and those they care about.

If any of the susheep's traits or actions require a saving throw, it is always against the susheep's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the susheep's Strength modifier

MONSTER TRAINER

CHEF'S SPECIAL I

Prerequisite: Become a tamer's companion

Type: Active (reaction)

Whenever the susheep's tamer finishes a long rest, the tamer can choose one of the following condiments to add to the susheep, each of which grants the susheep a different reaction option and lasts until the next time the tamer takes a long rest.

- **Cleansing Ginger.** When the susheep fails a saving throw against becoming blinded, charmed, deafened, frightened, paralysed, poisoned, or stunned, it can use its reaction to repeat the saving throw with **advantage**.
- **Salty Soy.** When a creature moves to a space within **10 feet** of the susheep, the susheep can use its reaction to spew dark soy sauce onto its eyes. The creature must succeed on a **Dexterity saving throw** or be **blinded** until the end of its turn.
- **Spicy Wasabi.** When a creature within **5 feet** of the susheep hits it with an attack, the susheep can use its reaction to release a small cloud of wasabi fumes. The creature must make a **Constitution saving throw**, taking **10 (3d6)** fire damage on a failed save, or half as much damage on a successful one.

Once the susheep has used this reaction, it can't do so again until its tamer finishes a long rest.

GROWTH I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The susheep's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its attacks increases to a **d6**.

AQUATIC ADAPTATION

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The fish on the susheep's back grows a tail and gills. The susheep gains a swimming speed equal to its walking speed and can breathe underwater. Additionally, while underwater, the susheep has darkvision out to **30 feet**.

CHEF'S SPECIAL II

Prerequisite: 5th-level tamer, Chef's Special I

Type: Active (bonus action)

As a bonus action, the susheep can imbue its attacks with the power of its condiment. The next time the susheep hits with an attack before the end of its turn, it deals an extra **2 (1d4)** damage of the type associated with the condiment, as detailed below:

- **Cleansing Ginger:** Radiant.
- **Salty Soy:** Necrotic.
- **Spicy Wasabi:** Fire.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the susheep can make two attacks.

SUSHEEP

Tiny Monstrosity, Unaligned

Armour Class 13 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., climb 15 ft. (Salmon Susheep Only)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Calm Demeanour. The susheep has **disadvantage** on its first initiative roll after each long rest.

Subspecies. When the susheep is first encountered, the GM chooses its subspecies or determines it randomly by rolling a **d6**. If the susheep was created as a bespoke familiar, the tamer can choose the subspecies at the time of creation.

1-2: Halibut Susheep. The susheep counts as one size smaller for the purpose of squeezing into smaller spaces or moving through a hostile creature's space.

3-4: Salmon Susheep. The susheep has a climbing speed of **15 feet** and **advantage** on ability checks made to climb and swim.

5-6: Tuna Susheep. The susheep counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Headbutt. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

WATER JET I

Prerequisite: 5th-level tamer

Type: Active (action)

The susheep gains a ranged weapon attack: Water Jet. The damage die of the Water Jet attack increases with the die size specified in the susheep's Growth improvements.

Water Jet. Ranged Weapon Attack: **Str modifier + PB** to hit, range 20/60 ft., one target. **Hit:** **1d4 + Str modifier** bludgeoning damage.

GROWTH II

Prerequisite: 9th-level tamer, Growth I

Type: Passive (companion)

The susheep's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its attacks increases to a **d8**.

WATER JET II

Prerequisite: 9th-level tamer, Water Jet I

Type: Active (action)

As an action, the susheep can spit out a thin jet of highly pressurised water in a **100-foot line** that is **5 feet** wide. Each creature in the line must make a **Dexterity saving throw**, taking **21 (6d6)** piercing damage on a failure, or half as much damage on a success. Objects in the line also take this damage. Creatures don't benefit from cover thinner than 2 feet, as the jet of water pierces straight through it. Once the susheep uses this action, it can't do so again until its tamer finishes a long rest.

Once the susheep's tamer reaches 13th level in the tamer class, the damage increases to **28 (8d6)**.

CHEF'S SPECIAL III

Prerequisite: 13th-level tamer, Chef's Special II

Type: Active (reaction)

The reactions granted to the susheep by its condiments are improved in the following ways:

- ♦ **Cleansing Ginger.** When the susheep uses this reaction, it gains **2d6** temporary hit points, which last until it finishes a short or long rest.
- ♦ **Salty Soy.** If the creature fails its saving throw against this reaction, it slips on the soy sauce and is knocked **prone**.
- ♦ **Spicy Wasabi.** If the creature fails its saving throw against this reaction, it's also **poisoned** until the end of the susheep's next turn.

In addition, the susheep regains the use of this reaction after its tamer finishes a short or long rest.

GLUTINOUS RICE

Prerequisite: 13th-level tamer

Type: Passive (companion)

The rice coating the susheep becomes more difficult to penetrate. The susheep gains **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

CHEF'S SPECIAL IV

Prerequisite: 17th-level tamer, Chef's Special III

Type: Active (bonus action and reaction), Passive (companion)

When the susheep's tamer finishes a long rest, it can choose two condiments to add to the susheep instead of one. When the susheep uses a bonus action to imbue its next attack with a condiment, the attack instead deals an extra **5 (2d4)** damage of one of the types associated with its condiments (tamer's choice). When the susheep uses one of the reactions granted to it by its condiments, it can't use that reaction again until its tamer finishes a short or long rest.

In addition, the susheep has **resistance** to the damage types associated with its condiments.





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