



Pirates in Charleston.

Murderers' Fjord

A D&D 5E Adventure

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Author's Note:

I ran this for my home group, "Soulforge" (Faerun's premier folk rock band) for one of our sessions. Through the night there were plenty of laughs, thrills, chills, and eye rolling. We had a lot of fun with this, so I'm passing it on so you and your group might enjoy a pub crawl with a demigod and all the hijinks that such an adventure entails. I've not written a published adventure before, so this is probably very rough, unbalanced, and broken. Use this as a guide, pick it apart, and make it your own.

Thank you also to Ryan P., Shaun P., and Daniel R. for "playtesting" this adventure and for your feedback.

-AB

Murderers Fjord

Murderers Fjord is located a half day from Luskan and is a retreat the pirate crews of the Ships and those citizens who need a place to escape Luskan's rigid rules. The settlement is built on seven limestone islands set in the middle of the fjord; an ancient glacier and flooding having carved them and the stone cliffsides out hundreds of years before. Visitors and citizens of Murderers Fjord cross from island to island, the shortest island stands 30ft above the waters of the fjord and the tallest at 55ft, on rickety rope bridges. Many a pirate has drunkenly fallen to their death in the frigid waters below, joining the other flotsam and jetsam from the settlement caught in the gillnets at the entrance of the fjord.



Murderer's Fjord was once just a small hideout for independent pirates wanting to move goods outside of Luskan's tariffs and taxes when the City of Sails was under stronger Pirate leadership. When the Arcane University came to power Murderers Fjord took on a new role and its small population started catering to the pirate crews' vices. Since pirate crews from Luskan belong to several different Ships, often in conflict with one another, the use of Murderers Fjord is timeshared between them. Kurth has the town the 1st and 2nd days of the Tenday, Baram on the 3rd and 4th, Rethnor on the 5th and 6th, Taerl on 7th and 8th, and Suljack on 9th and 10th. Occasionally a Ship will not use their days, because their crews

are out raiding or other business-related reasons, so these additional days are often rented out to one of the other Ships or independent groups.

Of course, rival groups often wander the streets, pubs, and comfort halls of Murderers Fjord either because they lost track of time or are spoiling for a fight. There is a small watchman force, but their focus is on watching the north western gates for approaching brigands or hostile Orc or Goblin tribes. There is no formal police force or judicial system; fights, murders, and theft are usually dealt with by the offended parties and the locals are left alone by orders of the High Ship Captains.

Adventure:

Part 1 -

As the players approach Murderers Fjord they are greeted by a plump, finely dressed man with wide red sideburns, a foppish hat with a peacock feather in it, and small glasses. He introduces himself as Klaissil. He happily looks at the party and informs them that there was an 87% that they would meet up which is to their fortune as he will be able to give them great blessings... provided they can help him with a small problem.

The night before Klaissil, along with Milil (god of poetry, song, and eloquence) and Finder Wyvernspur (god of the cycle of life, transformation of art, and saurials [Dinorsaur-like creature]) came to Murderers Fjord to celebrate the newest art form, Reversionism, shepherded by Finder. They spent the night drinking, singing, and bringing joy to the people of Murderers' Fjord. One-way Klaissil thought he could add to the festivities was to "borrow" Tymora's Eyes, a pair of dice that will make wonderous things occur when they are rolled. Sometime during the night of revelry, he lost Tymora's Eyes. He requests the players help in recovering them.

Klaissil explains that Tymora's Eyes have been shielded from scrying, locate object, or other such magic. Klaissil's own memories seems to be jumbled and obscured as well.

He visited 6 bars the night before but he's certain (68.4% certain) that they are at the first bar – the Red Purse. He is willing to trade their services for a number of magical chalk pieces.

When players are near Klaissil they roll all checks and saves with Disadvantage.

Drunkenness Rules:

- ❖ Constitution DC is based off of how many rounds have had been imbibed
- ❖ Round 1 – 10, Round 2 – 12, Round 3 – 15, Round 4 – 18, Round 5 – 20, Round 6 – 25, Round 7 – 30
- ❖ Failures
- ❖ 1 - Topsy – Gain Advantage on Charisma based checks and saving throws.
- ❖ 2 - Buzzed – Take Disadvantage on all Dexterity based checks and saving throws. Gain Advantage on all Strength based checks and saving throws.
- ❖ 3 - Drunk – Gain the Inebriated condition (Has disadvantage on all attack rolls and ability checks, but believes they have advantage)
- ❖ 4 - Black Out – No memory of events during this phase. Gain the Poisoned condition (A poisoned creature has disadvantage on all attack rolls and ability checks)
- ❖ 5 - Passed Out – Gain the Unconscious condition.
- ❖ Healing removes 1 level of Drunkenness

“After crossing the rickety suspension bridge to the first island you are greeted by a toothless man smiling happily at you as he finishes a bottle and then tosses it into the fjord below. He belches and then moves on lazily. The ground beneath you is worn stone, uneven and rolling. The low buildings near the bridge give way to taller and larger buildings with large, brightly painted signs with names like the Red Purse, The Gyps and Rose, the Emerald Dagger and more. Here and there are clumps of rough looking men and women, talking, laughing loudly, and stealing furtive glances at the new arrivals. Klaissil leads you to a two-story stone-walled building, with a heather-thatched roof. The image on the sign is a faded red purse with golden coins spilling out of it and the name Red Purse in bold lettering.”

Going to the Red Purse [Location 9], the players and Klaissil are given a cold reception from the pirate patrons and bar keep Kathel.

“The inside of the Red Purse is full of pirates, many of whom are bandaged and bruised, and they eye Klaissil with anger. They sit at poorly made tables and chairs scattered around the open room of the Red Purse with a bar at the far end. Stairs to the right of the bar lead up to a smaller sitting room and several rooms. From the banister the new comers are watched by pirates who sneer down at them. A slender woman, graying hair, perhaps in her 40’s, and a deep scar across her face sets a mug on a table and looks up to see the players enter. Her face changes from general disinterest to fury when she sees Klaissil enter.”

Mob Rules:

- ❖ The group of 25 pirates attack the players, their attacks happening at once using the mob rules from DMG p.250
- ❖ Pirate Stats
 - AC 12
 - HP 11
 - S 11/ D 12/ C 12/ I 10/ W10/ Ch 10
 - Scimitar +3 to hit, 1d6+1 slashing
- ❖ Track Player damage in a pool of 275 HP, reducing the amount of attacking pirates each time 11 damage is done to the pool.
- ❖ Use Sky Flourish’s Mob Damage Calculator - http://slyflourish.com/mob_calculator.html

Kathel tells Klaissil he’s not welcome there and then when he tries to explain his return the pirates try to jump him. 25 pirates attack in a bar room brawl. Klaissil is hit by chairs, fists, and bottles but is unhurt by all of it; instead commenting on the odds of a hit. He remembers mid fight that he did in fact have Tymora’s Eyes after he left the Red Purse, having rolled it to create a Pearl of Desire. The Pearl magically made everyone in the room desire it and a fight broke out. Of course the pearl only remained on the Material Plane for an hour, so they were fighting over nothing, Klaissil explains. He and his companions went to the Merry Hell Hound to get out of the fight. He leaves to let the players finish the fight.

Once the fight is complete, atop a single surviving table are fresh golden ales that look like they’ve just been poured and were not there previously. Should the players drink them they will not be affected by Klaissil’s Disadvantage Aura for 5 Minutes. Roll Constitution Saves for drunkenness.

Following Klaissil to the Merry Hell Hound [Location 8] they find him trying to calm the bar owner – Anduin.

“Across the street from the Red Purse is a large building of timber and brick walls with an attached three-story tower used as a suite for more “noble” patrons. The sign above the door is a three headed black dog smiling happily down at entering patrons. The name swinging from the post read The

Merry Hell Hound. Upon entering the room, you see an open area with tiled flooring in a pattern you might see in southern Elf kingdoms. Up in the rafters in each corner are four ceramic jars with red X's marked on them. At the back of the room is the bar, surrounded on three sides by floor-to-ceiling cases holding bottles of various sizes and designs, all filled with brightly colored liquids. The innkeeper, an overweight male elf named Anduin, stands with his back to one of the cases, arms outstretch to brace it, while he pleads with Klaissil to leave."

Anduin is guarding the wall of brightly colored bottles and potions his bar is known for – doing his best to keep Klaissil far away. Anduin however trips into the great case which causes it to rock back and forth. Bottles begin to come crashing down. Players make 2 DEX saves (DC15) each round to catch the bottles. They must catch 18 bottles before 6 bottles are dropped. Klaissil remembers he still had Tymora's Eyes at the next bar and heads out. Anduin pleads with the players to catch all the bottles as they could mix into a dangerous concoction. Anduin tries to catch a falling bottle but it breaks in his hands and he runs out of the bar screaming, hands growing in size. If there are 6 failures, then a green foam starts to grow and begins to fill the bar. Players must escape, making Acrobatic or Athletic checks (DC15). On a fail they take 10 acid damage and their AC is reduced by 1 permanently. Players may shoot the four barrels overhead in the corners (DC10 to hit, 5HP) to release a base solution that will neutralize the foam, negating the need for an escape; however, anyone in the bar takes 10 acid damage from the base liquid that falls on them. If they neutralize the foam or succeed in catching 18 bottles - four more drinks seem to have magically appears on a table near the door.

Checks:

- ❖ DC15 Dex to catch the falling bottles
- ❖ Makes 18 saves before 6 failures
- ❖ DC15 Athletics or Acrobatics to escape the foam
- ❖ DC10 to hit, the barrels have 5HP

Klaissil waits for the players outside, informs them that they had a 36.8% chance of success, and then heads to the Bloody Thorn [Location 13]. Here the owner, Finerthir, is putting the finishing touches on a ward against evil.

"Past the impressive Kurth Hall on the left and several ramshackle shacks lies the Bloody Thorn a simple single story, wooden shack, with a reinforced wooden door and low windows in the front. Blood red symbols are painted over the hearth and along the edges of the bar's frame. Inside a dirt floor are scattered several roughly hewn wooden tables and benches. Along all four walls and the ceiling are painted wards and other symbols. The innkeeper is a young male elf named Finerthir, mutters to himself as he references a book on a nearby table, paint brush in hand."

When he sees Klaissil his eyes go wide and he makes an incorrect mark. This is apparently all the evil spirit inhabiting the bar has been waiting for – exerting its power, the bar seems to flip on its side with the fireplace end of the bar now the bottom and the door the top. Players make a DC10 Strength check to hold onto something or fall into the fireplace which has morphed into a giant maw filled with teeth and green flame. Four ghostly green hands come out of the walls. On a failure player's fall towards the maw and can make a DC10 Dexterity save to grab something before falling into the maw. Failing that, a player takes 10 points of Fire damage and are transported to a hellish realm where they see unspeakable horrors. The player must make a DC15 Wisdom Save against the Psychic damage these visions

cause them each turn – on a fail take 6d10 (30) Psychic damage or half on a save. After the end of their next turn (again saving against psychic damage) the player is transported to somewhere on Murderer’s Fjord.

Finerdhir is unable to keep his grasp, falling into the maw, screaming, “*VESPAR, I’M LOYAL!!!!*” He can be found later in the middle of the street outside the Gyps and Rose. Players that keep their grasp must contend with the green hands which act at the end of the round. They try to grab players and toss them into the maw. Players make a DC10 Dexterity Save, taking 5 points of cold damage on a save and avoiding being grappled or 10 points of cold damage and being grappled by the ghostly hand. A DC10 Strength save can break free of the hand. On its next turn, the green hand throws a grappled player into the maw. Such players make a D10 DEX Save to avoid falling in. Players can either climb out of the bar and once outside the world turns right side up again or climb down to correct the ward. The book Finerdhir was using to create the ward is still open to the correct page on the table as is the brush he was using. Without looking at the book players must make a DC25 Arcana check; however, if they looked at the book it is a DC10 Arcana check. Succeeding the check players dispel the maw and ghostly hands, releasing any grappled players. Drinks again appear if the ward is completed.

Checks:

- ❖ DC10 Strength to hold on
- ❖ DC10 Dexterity to avoid the Maw and/or the Ghost Hands
- ❖ Entering the Maw take 10 Fire Damage, DC15 Wisdom Save. 6d10 (30) Psychic damage (half on save)
- ❖ Grabbed by Ghost Hands, 5 Cold Damage on save and the player is NOT grappled
- ❖ DC25 Arcana check to finish the ward WITHOUT looking at the book; DC10 Arcana check WITH looking at the book

Once completed the players find Klaissil pacing back and forth, mentioning that the players had a 43.2% of succeeding and then tries to remember where he went next. He remembers going to The Glorious Respite [Location 4] and that is where he heads next.

Skippy Jack:	Saving Throws: Charisma +7 Dexterity +6	2nd level (3 slots): Blindness/Deafness, Cloud of Daggers, See Invisibility,
Male Human, Neutral Good	Challenge: 6 (2300 XP)	3rd level (3 slots): Feign Death, Stinking Cloud,
Armor Class: 13 (Padded)		4th level (3 slots): Confusion, Freedom of Movement, Locate Creature, Dimension Door,
Hit Points: 55 (10d8 +10)	Actions	5th level (2 slots): Scrying,
Speed: 30ft (9m / 6 sqr)	Scimitar. Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 5 (1d6 +2) slashing damage.	
Proficiency: +4	Properties: Finesse, Light,	
STR 12 (+1)		
DEX 15 (+2)	Spells	Randomly Generated at https://rpgtinker.com/index.php?template=Minstrel&race=Human&radioattribute=Random+Array+%284d6+method%29&numberofhitdice=10&hitdice=d8&hidefeatures=nothing
CON 13 (+1)	Spellcasting. the Minstrel is an 10th-level bard. Its spellcasting ability is Charisma (spell save DC 15, to hit with spell attacks +7)	
INT 13 (+1)		
WIS 12 (+1)	Cantrips (at will): Message, True Strike, Minor Illusion, Light, Blade Ward,	
CHA 16 (+3)	1st level (4 slots): Unseen Servant, Detect Magic, Dissonant Whispers, Comprehend Languages,	
Skills: Deception +7 Performance +7		

“Leaving the Merry Hell Hound, Klaissil leads the group past a huge water tower and then across another of Murderers’ Fjord’s rickety suspension bridges. On the next island one large building dominates one end of it; this is the Glorious Respite. This stone building has large glass windows that look out over the fjord and out into the distant sea. Passing through the red double doors Klaissil leads the party down the velvet lined hall into the main room. Here the large windows and the stage in front of them are a focal point for the fine tables and chairs. A Teifling female with stark black hair and two small horns is cleaning a window pane with her back to the group. She calls back, ‘We’re closed!’”

The caretaker, Gloth Askwyn, harangues Klaissil for causing the accident that injured her star attraction. (She had a nut tossed into her open mouth and nearly choked to death.) Luckily She has found a replacement thankfully - a human bard named, Skippy Jack. Stepping out from the corner he is hesitant around the players and even tries to leave to avoid an accident, but as he does so several strings are played and he freezes. There is a roar and out in the ocean a wave can be seen moving towards the fjord. It slowly grows in size and then the shell of a Dragon Turtle appears. Skippy Jack, explains that he was cursed by the Bog Witch and sometimes when he plays... bad things happens. He offers to go to the cliff side outside of town and try to fix it. Drinks appear for the players.

Klaissil in the meantime has looked for Tymora’s Eyes and realized they are not there. He heads to the next bar – the Grand Duchess on the next island [Location 12].

“Crossing to the next island Klaissil leads the group to the Grand Duchess, a grand half-timbered building with white columns holding up a wide veranda and porch across the front and a three-story tower hanging out over the fjord. The front door slides open and inside the dark oak panels and smoky light sit two groups of pirates, a man at another table tickling the chin of a young woman and occasionally strumming a lute, and five halflings huddled together in the corner. The bartender looks up from cleaning a stein. ‘Oy, are there any Halflings there?’”

The bartender here, a dwarf named Arin cannot see Halflings on account of a curse and does not want them in his bar. There is a group of Halflings in the corner who motion to any halfling players to stay quiet and they explain that they have a good thing going and don’t want it disrupted. Here the players find Finder is still drinking with two comely lasses.

When Klaissil steps closer to Finder to speak with him, one of the girls spills her drink, falls back on the table, tips a candle over, and lights herself on fire. Using his bardic abilities Finder sings a song that creates a cube of water that puts out the fire but starts to drown the woman and anyone in the cube. He dispels the cube and the players must make a DC15 Strength or Dexterity Save or be knocked over. A little tipsy and feeling mischievous, Finder refuses to tell Klaissil where Tymora’s Eyes are unless he gets something in return. Before he is willing to tell his story, he needs to hear a story in return. Reaching to a deck of card on the table he deals out a card for any willing player. The suit of the card dealt to the player dictates what kind of story –

Checks:

- ❖ DC15 Strength or Dexterity Save to avoid being knocked prone

Heart – A story of Love, **Spades** – A story of Death,

Diamonds – A story of Riches, **Clubs** – A story of Battle

The stories need to be true, otherwise Finder won't accept them. After the players share, he tells them that the three demigods went to the brewery to "Go straight to the source of this fine brew! After that I can't remember much." After sharing drinks appear, but four golden ales wait on the table near the door (Roll Constitution Save).

At the cliffside Skippy Jack begins to play and what starts out as a simple folksy song builds to an electric metal music video—colors become saturated, the wind blows around him, waves crash up, and the camera pans around. Out in the ocean tentacles burst from the waves and a Kraken appears. The Dragon Turtle, previously trying to push through the narrow fjord entrance, turns to fight the Kraken. Skippy Jack says he may have lost control. The Dragon Turtle and Kraken engage close to the cliff side, wrecking ships anchored there and threatening to tear down the cliffsides.

Finally, the players go to the Scuttle Brewery next door.

"The Scuttle Brewery is a low roofed warehouse open to the center of the island. Four bronze tanks connect to the Brewery via bronze, wood, and iron pipes. A thin wisp of smoke escapes a stout chimney in the center of the roof. Looking into the building you see a Dwarven man in a simple brown shirt and leather apron stoking the fire. Another man, its difficult to tell if he is a man or an elf, with shoulder length golden hair, brightly colored and patterned troubadour clothing, sits above the dwarf and continues to drink. He finishes a bottle and then in a beautiful voice begins to ask the dwarf a series of unrelated questions. The Brewmaster sighs and tries to answer them. He spies the party and looks relieved until he sees Klaissil."

Brewmaster Honeywell Jules Finewall, a Dwarven Male with his gray beard and hair having become patchy and thin attempts to go about his work at the brewery while Milil is drunkenly talking the brewer's ear off about anything and everything that comes to mind. He chats up the players and Klaissil. When Klaissil asks about Tymora's Eyes, Milil produces some poetry that gives the location of Tymora's Eye, having penned it the night before at Klaissil's request.

Round and Round

Round and Round

Round 'n Round

Plop!

Not in the beer?!

...

Right here.

Milil and Klaissil the night before had danced atop the brewer's barrels, singing and dancing to the amazement of the crowds. At some point Klaissil had dropped the dice in one of the large vats and then gone off to sleep off his hangover. He asks the players to search the barrels as he can't remember which one.

Players must climb into and swim down to the bottom of three barrels to find the dice. Make a DC15 Constitution Save or the player is drunk. If players choose to break the barrels a torrent of beer

will sweep them towards the cliffside and they must make a DC20 Strength or Dexterity Save to avoid falling into the water below taking 30 points of damage. [Netting will allow them to climb up slowly]. Tymora's Eyes remain at the bottom of the tank for the players to pick up. The Brewmaster is very cross with them if this happens.

Seeing the battle out to sea Klaissil offers the players the chance to use Tymora's Eyes to fix the problem. Going to where Skippy Jack is each player can roll 2d6, taking the results of the table in **Appendix A**. If the last player does not roll Snake Eyes, have the die magically change faces to 1-1. A passive perception of 10 or higher might see the die change faces – either by rolling to the right face or even magically changing to a 1.

When Snake Eyes is rolled, time stops for that player and Tymora, a voluptuous woman with curly blonde hair, vivacious eyes, and gold dress appears beside them. Holding her cigarette in a cigarette holder she asks the player what Wish they want fulfilled. Players can wish for anything. Afterwards Tymora disappears and time returns to normal. The player's wish is granted and the results are adjudicated.

If the player wishes for the Dragon Turtle and Kraken to disappear or move on they do. If the players wish for something else the Dragon Turtle and Kraken battle until one wins, the other leaving to lick its wounds. Murderers Fjord is destroyed or badly damaged in this case. The players are able to evacuate with everyone else from Murderers Fjord. They are not well liked however.

Klaissil also offers them his reward. He offers each player one of the chalks and anything else the players negotiated.

Checks:

- ❖ DC15 Constitution Save to avoid becoming drunk, on fail (depending on how much they have had) take alcohol poisoning or pass out
- ❖ DC20 Strength or Dexterity Save to avoid flooding beer and 30 points of falling damage.

Appendix A: Tymora's Eyes Table

Tymora's Eyes Table - 2D6			
1 - 1	Wish Spell granted by Tymora	3 - 3	When a player speaks there are no words, just the sound of a Vuvuzela. This lasts 2d6 days
1 - 2 or 2—1	Wild Satyrs appear and begin to play a song, players are compelled to dance for 2d6 minutes	3 - 4 or 4—3	Forrest animals approach the players and give them berries, roots, and other goods from the forest. They also crown the players with flowery crowns. Restores 10 HP
1 - 3 or 3—1	Sprinklers spring out of the ground and drench the players. Two young people seem to appear out of nowhere opposite one another. They run to each other and kiss passionately. Roll Con save to not vomit or take 15 points of Psychic damage	3 - 5 or 5—3	A wall of hedgehogs surround the players, their quills towards them. If they move they take 10 piercing damage. The wall lasts 2d6 minutes
1 - 4 or 4—1	The player's hands tingle and anytime they touch someone they give a gentle jolt of electricity (No damage just a joy buzzer like shock) lasts for 2d6 days	3 - 6 or 6—3	A brilliantly white Unicorn appears. It allows players to pet it and even mount it, but it does not suffer the players trying to ride it and will not move at their command. Players who touch the Unicorn are Blessed and have Advantage on their next roll. The Unicorn bucks anyone riding it and then runs off
1 - 5 or 5—1	2 Stone Gargoyles appear and attack the players of they move. If the players remain still for 2d6 minutes they disappear	4 - 4	A happy, old man in a red suit pulls up in a sled pulled by reindeer and hands players small gifts that contain: Socks, soap, simple outfit, Acquisitions Incorporated Gift Shop Gift Certificate (value 5gp), or a lump of coal
1 - 6 or 6—1	Birds, of all sorts, fly around the characters, brings scraps of cloth, mice bring needles and thread. Together singing a happy song they cloth the players in beautiful dresses. If a player moves they take 5 points of piercing of damage from a missed needle pull. The dresses are theirs to keep	4 - 5 or 5—4	All players grow beards and feel like they are old. This feeling and the beards lasts for 2d6 days
2 - 2	A pink checkered cat appears and rests on the player's shoulder, it remains for 1d20 days [Permanent on NAT 20]. The cat can turn invisible and loves fish, but typically refuses to do what the player asks	4 - 6 or 6—4	A 2d6 crowd of people form around the player, this crowd laughs at all their jokes, points out their greatness, and otherwise sings their praises. This group is incorporeal and can follow the player anywhere. The crowd lasts for 2d6 days
2 - 3 or 3—2	The player's faces are painted to look like animals, with matching ears and tails (if applicable). Cannot be removed for 2d6 days.	5 - 5	Duplicates of the players appear. These dopelgangers seem interested in only having a good time. They play any instruments the players are carrying, smoke their pipeweed, and drink their drinks. They talk loudly amongst themselves and offer silly advice or ideas to the player's planning. They last for 2d6 minutes and then disappear. Any pipeweed or drink they used is taken from the player's inventory
2 - 4 or 4—2	A warm fire place, tables, chairs, a bar with a mustached man behind it grow out of the ground. He pours the players drinks and tells them a rumor.	5 - 6 or 6—5	Players become overcome with laughter and begin to float. Players roll Charisma DC15 to end their good humor and land back down. For each failed roll go up 10 ft
2 - 5 or 5—2	The players all glow neon as if Fairy Fire was cast on them. There is also a faint UNST-UNST-UNST sound that follows them for 2d6 days	6 - 6	Players swap with each other for 2d6 Days, the new player runs that character for the duration
2 - 6 or 6—2	An Ice Cream vendor rolls up. He has 45 flavors (Yes, he has Gelato, Shawn!)		

Appendix B: Items

SIMPLE BLUE RUNECHALK

Common Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: Casts Alarm, the 20ft cube is centered on the symbol.
Circle: Casts Purify Food and Drink, centered on the symbol.
Triangle: Casts Mending on the item you drew the symbol on.
Cross: Instantly locks a mechanical lock on a door or a chest once.

@Bonus Action

ROYAL PURPLE RUNECHALK

Uncommon Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Effects last for one hour. Identical symbols do not have a stacking effect. You can draw up to 20 symbols with this chalk before it is completely used up.

Shield: Drawn on shield, +1 extra ac whilst using a shield
Hammer: Drawn on armor, resistance against Bludgeoning damage.
Arrowhead: Drawn on armor, resistance against Piercing damage
Crescent moon: Drawn on armor, resistance against Slashing damage

@Bonus Action

BRIGHT YELLOW RUNECHALK

Common Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: Fills a container with 1 pint of your favorite ale
Circle: Casts the Light cantrip on the object it is drawn on
Triangle: Fills a container with 1 pint of lamp-oil
Cross: Casts the spell Grease when a creature crosses the symbol.
Lasts for 8 hours maximum, the DC for this spell is 12, A maximum of 3 cross symbols can be active at a time.

@Bonus Action

FLAME RED RUNECHALK

Common Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: Lasts for 24 hours maximum. The first creature that walks over this symbol has to make a Dexterity saving throw (DC10) on success they take no damage, on a fail they get hit by an erupting flame and take 1d6 Fire damage. After this happens the symbol disappears.
Circle: Conjures a campfire that can burn for up to 8 hours.
Triangle: Cooks all the food in a 2ft cube as if prepared by a chef.
Cross: Casts Heat Metal on the (metal) item it is drawn on.

@Bonus Action

VINE GREEN RUNECHALK

Uncommon Wondrous Item



Chalk One Up: You can use this chalk to draw a symbol, these symbols take approximately 30 seconds to draw. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Skull: Drawn on an item or creature, reveals if it is poisonous or toxic to the person who drew the symbol.
Flower: Drawn on, beneath or around a plant, reveals basic information about the plant and potential (alchemical) uses.
Pentagram: Any Alchemy or Herbology based crafting or skill checks within this pentagram are made with advantage.
Berrybush: Conjures 1d4 Goodberries (as per the Goodberry spell)

@Bonus Action

WARM ORANGE RUNECHALK

Common Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up. Using this chalk you can transmute a 1ft cube of stone, wood or metal, this effect lasts for 1 hour after which the material turns back. This chalk does not work on any equipment or weapon that is being worn or carried.

Square: Turns 1ft cube of material to wood
Circle: Turns 1ft cube of material to solid rock.
Triangle: Turns 1ft cube of material to solid iron
Cross: Turns 1 ft cube of material to loose earth.

@Bonus Action

ALABASTER WHITE RUNECHALK

Rare Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: When drawn around a creature that is alive but at 0 hit points it will stabilize them. This does not affect undead or constructs.
Circle: When standing in the circle you are granted 1d4 bonus on a single ability check of your choice.
Triangle: Creates a sacred glyph on a 5ft square. An undead creature walking over the glyph has to make a Dexterity saving throw (DC 15). On a failed save they take 1d8+2 Radiant damage, on a successful save they take none. Only one triangle can be active at a time.
Cross: Erases all information from a single sheet of paper.

@Bonus_Action

CHARMING PINK RUNECHALK

Uncommon Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: tunes and repairs instruments.
Circle: When standing in the circle any music you play or vocal sounds you make sound three times as loud.
Triangle: Dramatic lighting fills a 10ft, increases any Charisma (Performance) checks by 3.
Cross: Casts a small display of Prestidigitation fireworks when stepped on by any creature.

@Bonus_Action

MIDNIGHT BLACK RUNECHALK

Uncommon Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: Drawn around a lock, grants a +5 bonus to Dexterity (Sleight of Hand) checks to unlock it.
Circle: Whilst standing in the circle you have advantage on Wisdom (Perception) checks you make to spot traps.
Triangle: Summons and spreads calltraps in a 5ft radius.
Cross: Drawn on footwear, grants +3 to stealth checks for 1 hour.

@Bonus_Action

NAVY BLUE RUNECHALK

Uncommon Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: casts Fog cloud (1st level), centered on the symbol. Only one square can be active at a time.
Circle: Creates up to a gallon of water in a container.
Triangle: creates an Arcane Umbrella 10 ft above the symbol. It covers a 10ft radius in which it stays dry from all natural rainfall.
Cross: Destroys up to a gallon of liquid from a container.

@Bonus_Action

SWAMP GREEN RUNECHALK

Rare Wondrous Item



Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square: A 5ft square becomes coated in a thick green glue-like substance. Any creature stepping on it must make a Strength (Athletics) check (DC 9) to break free. It can repeat the check on its turn. Only one square can be active at a time. Remains active for 24 hours.
Circle: coats a weapon or one piece of ammunition in acid which deals 1d4 Acid damage on the first strike.
Triangle: Conjures one empty vial.
Cross: When drawn on a shield or armor grants Acid resistance for 1 day.

@Bonus_Action

CLOUDY GREY RUNECHALK

Uncommon Wondrous Item



Chalk One Up: Anything you draw or write appears in the sky as clouds (as per the Skywrite spell). A strong wind can blow the clouds away early, or they dissipate naturally after one hour. A single message can consist of a maximum of 5 words or one symbol. You can use the chalk 20 times before it runs out.

You do not need to be able to see the sky. However the message will not appear if the magic can not reach the sky. This happens if there is 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt between the surface you wrote on and the sky

@Bonus_Action

Murderers
Fjord



Luskan →

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Appendix C: Locations

If you want to continue your adventures in Murderers' Fjord you'll find an expanded list of location and characters for you to use.

1. Kurth Hall – Largest building in Murderers Fjord, Kurth Hall is the meeting place for all sailors under the Ship Kurth banner. Yul Inther, a human male in his late 50's with a bald head and a muscular body he often shows off by working shirtless, is the full-time resident of the Hall, maintaining it during the week. He organizes the weekly card games amongst the other Ship's caretakers.
2. Baram House – A two story building, one story is built into the stone. A meeting place for all sailors under the Ship Baram banner. Wendy Baram, great aunt of the current Baram High Captain, is caretaker here. She has long blonde hair and is missing one eye which she rarely covers with an eye patch.
3. Haus Rethnor – second largest building in Murderers Fjord. Bjorn Dengjar is the caretaker here. He is a human male formerly of Ten Town in the north. He has blonde hair, a fantastically large beard, and a portly figure. He has an unrequited crush on Wendy Baram.
4. The Glorious Respite – saloon run exclusively for Ship Taerl. Gloth Askwyn, a Teifling female with stark black hair and two small horns she works hard to hide, is caretaker here. She grumpily spends her days cleaning all the windows of the saloon.
5. Suljack's Retreat – an open forum style building for sailors from Ship Suljack to use to sleeping off raucous nights or for business with other Ships. Banal Method is the caretaker here. Banal is a Halfling male with gray hair trimmed at the top. He maintains a large library he would prefer to spend his time on, instead of maintaining the Retreat.
6. Scuttle Brewery – active brewery that keeps Murderers Fjord's cups flowing. Using the waters from the fjord they create a light brew of barley and honey. Brewmaster Honeywell Jules Finewall fiercely protects his brewery and his "secret" recipe. This Dwarven Male is getting quite old and his gray beard and hair have become patchy and thin.
7. The Amphitheatre – A stage sunken into the stone with three tiers of seating. Comfortably seats 150. Dancing girls, magicians, and other acts frequently occur here.
8. The Merry Hell-Hound - The inn is a large building of timber and brick walls, with a tiled mosaic floor. Accommodations consist of several small rooms with beds and woolen mattresses. An attached three-story tower suite is reserved for noble patrons. The innkeeper is an overweight male elf named Anduin. He is a retired alchemist, and his stout is rumored to be enchanted.

The following Inns were randomly generated at <https://donjon.bin.sh/fantasy/inn/>

a. Menu

- i. Baked Oxen with Garlic and Dried Olive, Glass of Stout (4 sp)
- ii. Steamed Trout and Lemon Pie, Glass of Mead (2 sp)

iii. Steamed Boar with Nutmeg and Pinenut Bread, Glass of Whisky (4 sp)

b. Patrons

- i. Iniadh: Female Elf Craftsman. Iniadh is slender, with matted white hair and dark blue eyes. She wears modest garments and a wooden holy symbol. Iniadh seeks a company of adventurers to find and explore the ancient ruins of Minas Ilgad.
- ii. Elyn: Female Halfling Scofflaw. Elyn is exceptionally beautiful, with curly white hair and hazel eyes. She wears worn clothing and several pouches hang from her belt. Elyn seeks a company of adventurers to steal a satchel from a rival.
- iii. Ugmal: Male Dwarf Scholar. Ugmal is wretched in appearance, with white hair and hazel eyes. He wears fine clothing and a silver holy symbol. Ugmal is hunting the sorcerer who murdered his family.

9. The Red Purse - The inn is a two-story stone-walled building, with a heather-thatched roof and a smooth stone floor. Accommodations consist of several large rooms with beds and straw mattresses. The inn was rebuilt recently after a devastating fire. The innkeeper is a slender female human named Kathel.

a. Menu

- i. Stewed Eel and Dried Mushrooms, Tankard of Ale (9 cp)
- ii. Pickled Shrimp and Dried Carrot, Tankard of Stout (11 cp)
- iii. Roasted Mutton and Walnut Bread, Tankard of Beer (9 cp)
- iv. Vegetable Stew, Mug of Mead (3 cp)
- v. Rye Biscuits and Blue Cheese, Mug of Cider (2 cp)

b. Patrons

- i. Drichye: Male Human Craftsman. Drichye is tall, with copper hair and bright blue eyes. He wears simple clothing and a wooden holy symbol. Drichye seeks opponents for a drinking contest.
- ii. Irig Hambyedotr: Female Dwarf Professional. Irig has a round face, with brown hair and bright blue eyes. She wears fine clothing and a copper amulet. Irig seeks a company of adventurers to steal a belt from a rival.

10. Murderers Market - The shopkeeper is a young male human named Gery Lyoney. He has a young daughter, Julisa, who idolizes adventurers. Much of his goods are for the locals; produce, fish from Estomior, and other groceries. He does also carry salves, potions to cure hangovers, and 3 Potions of Healing.

11. The Bloody Arrow - The inn is a two-story half-timbered building, with a heather-thatched roof and well-made wooden tables and chairs. Accommodations consist of several large rooms with beds and straw mattresses. The innkeeper is an inventive male Elf named Gylan.

a. Menu

- i. Boiled Eggs and Walnut Bread, Tankard of Mead (8 cp)
- ii. Salted Boar and Onions, Tankard of Stout (10 cp)
- iii. Boiled Trout and Dried Parsnip, Tankard of Beer (12 cp)

b. Patrons

- i. Heobo: Male Halfling Merchant. Heobo has a round face, with messy red hair and gray eyes. He wears modest garments and several small tools hang from his belt. Heobo seeks only fame and glory.
- ii. Elenel: Male Elf Soldier. Elenel has thick red hair and green eyes. He wears scale mail and wields a ranseur (a polearm with a spear-tip affixed with a cross hilt at its base). Elenel seeks to prove himself to his peers.

12. The Grand Duchess - The inn is a grand half-timbered building, with a tiled mosaic floor. Accommodations consist of several small rooms with beds and woolen mattresses. The innkeeper is a righteous male dwarf named Arin. He was cursed by a vagabond witch and cannot see or hear halflings.

a. Menu

- i. Roasted Pork and Onions, Tankard of Cider (10 cp)
- ii. Baked Fish and Blue Cheese, Glass of Wine (4 sp)
- iii. Roasted Mutton and Soft Cheese, Tankard of Ale (13 cp)
- iv. Baked Fish and Blackberry Tart, Glass of Brandy (1 sp)
- v. Baked Fish and Artichoke, Glass of Rum (3 sp)
- vi. Boiled Eggs and Dried Leek, Tankard of Mead (8 cp)

b. Patrons

- i. Cela: Female Halfling Illusionist. Cela is tall and thin, with thick golden hair and green eyes. She wears fine clothing and wields a dagger and sling. Cela seeks an opponent for a strange board game.
- ii. Cyne: Male Human Ranger. Cyne is fey in appearance, with messy silver hair and hazel eyes. He wears leather armor and wields a short sword. Cyne compulsively plays with a silver coin.
- iii. Giora: Female Elf Wizard. Giora is short and heavyset, with black hair and sharp brown eyes. She wears topaz robes and wields a dagger. Giora suffers an acute fear of darkness.

13. The Bloody Thorn - The inn is a simple wooden shack, with a reinforced wooden door and roughly hewn wooden tables and benches. The walls and ceiling are carved with wards against

evil. The innkeeper is a young male elf named Finerdhir. He secretly leads a small cult of a monstrous god - Vepaz.

a. Menu

- i. Boiled Eggs and Oat Bread, Tankard of Beer (10 cp)
- ii. Buckwheat Bread and Soft Cheese, Mug of Perry (5 cp)
- iii. Buckwheat Porridge, Mug of Bitter (2 cp)
- iv. Boiled Artichoke, Mug of Cider (5 cp)
- v. Cashew Bread and Curd Cheese, Mug of Ale (3 cp)
- vi. Stewed Scallop and Cabbage, Tankard of Cider (8 cp)

b. Patrons

- i. Robert: Male Halfling Entertainer. Robert has a narrow face, with messy golden hair and sharp amber eyes. He wears tailored clothing and a dragonscale cloak. Robert secretly serves Vepaz, an ancient god of darkness.
- ii. Idil: Male Dwarf Alchemist. Idil is short and willowy, with brown hair and large hazel eyes. He wears fine clothing and a feathered hat. Idil seeks to discover the truth of his lineage.
- iii. Bari: Male Dwarf Artist. Bari is tall, with auburn hair and green eyes. He wears expensive clothing and a rabbit fur cape. Bari is colorblind.

14. The Gillnetter's House – The gill nets at the mouth of the Fjord serve as a source of food and a means of keeping ships from sailing up the fjord. Estomior serves these nets by lowering his boat each morning and taking in the latest catch. He is surly and uninterested in making friends. Rumor is he was once an Elvish prince but was exiled for patricide.

15. The Black Scroll - The inn is a modest wooden building, with a poorly-thatched roof and unusually low ceilings. Accommodations consist of a few small rooms with straw mats and straw mats near the hearth. The innkeeper is a thin male elf named Bani. He is a retired thief and keeps a collection of various maps and keys.

a. Menu

- i. Roasted Peas, Mug of Mead (2 cp)
- ii. Stewed Mutton and Rye Biscuits, Tankard of Ale (9 cp)
- iii. Pottage, Mug of Cider (3 cp)
- iv. Roasted Mushrooms, Mug of Beer (2 cp)
- v. Vegetable Stew, Mug of Bitter (2 cp)

b. Patrons

- i. Thimal: Male Dwarf Entertainer. Thimal is short and slender, with tangled gray hair and brown eyes. He wears modest garments and several pouches hang from his belt. Thimal seeks to discover why he keeps having the same dream.
 - ii. Ulidd: Female Elf Peasant. Ulidd has matted copper hair and green eyes. She wears well-made clothing and carries a long knife. Ulidd was magically imprisoned for a hundred years.
- 16. The Gyps and Rose - The inn is a single story half-timbered building, with a reinforced wooden door and unusually low ceilings. A large iron cauldron sits in the center of the common room. The innkeeper is a jealous female dwarf named Ilin. She is actually a treacherous doppelganger who has frightened off the real innkeeper.
 - a. Menu
 - i. Boiled Pork and Dried Watercress, Tankard of Cider (9 cp)
 - ii. Roasted Leek, Mug of Stout (5 cp)
 - iii. Buckwheat Biscuits and Soft Cheese, Mug of Cider (3 cp)
 - iv. Roasted Mutton and Carrot, Tankard of Bitter (8 cp)
 - v. Stewed Onions, Mug of Mead (2 cp)
 - vi. Wheat Porridge, Mug of Bitter (5 cp)
 - vii. Pottage, Mug of Beer (2 cp)
 - b. Patrons
 - i. Erix Hawte: Female Human Craftsman. Erix has a long face, with brown hair and brown eyes. She wears simple clothing and a wide-brimmed hat. Erix is fascinated by ghosts and spirits.
- 17. The Emerald Dagger - The inn is a large stone-walled building, with a small walled yard and garden. The innkeeper is a brave male halfling named Gerey. He is a retired adventurer and keeps a collection of exotic coins and trinkets.
 - a. Menu
 - i. Boiled Eggs and Turnip, Tankard of Stout (7 cp)
 - ii. Baked Shrimp and Artichoke, Glass of Wine (1 sp)
 - iii. Boiled Partridge and Chestnut Bread, Tankard of Mead (10 cp)
 - iv. Steamed Fish and Whey Cheese, Glass of Cider (2 sp)
 - b. Patrons

- i. Elean: Female Halfling Mercenary. Elean has silver hair and narrow blue eyes, and a beaked nose. She wears studded leather and wields a mace and shield. Elean is haunted by the ghost of someone she killed.
- ii. Arnkag: Female Dwarf Scofflaw. Arnkag is tall, with auburn hair and gray eyes. She wears simple clothing and a pewter amulet. Arnkag has a terrible sense of direction.

18. The Knave's Mug - The inn is a modest half-timbered building, with a reinforced wooden door. A fake dragon's skull hangs over the hearth. The innkeeper is an old female dwarf named Grithga. She wears a collection of protective charms and talismans.

a. Menu

- i. Vegetable Stew, Mug of Cider (3 cp)
- ii. Roasted Leek, Mug of Stout (4 cp)
- iii. Roasted Sausage and Watercress, Tankard of Bitter (8 cp)
- iv. Stewed Sausage and Bitter Cheese, Tankard of Ale (8 cp)
- v. Pickled Sausage and Bitter Cheese, Tankard of Bitter (10 cp)

b. Patron

- i. Ahad: Female Dwarf Artist. Ahad is tall, with copper hair and hazel eyes. She wears modest garments and numerous rings. Ahad frequently uses uncommon words incorrectly.
- ii. Altalan: Female Elf Merchant. Altalan has long red hair and gray eyes. She wears plain clothing and several pouches hang from her belt. Altalan is blind in her left eye.

Appendix D: Characters

1. **Klaissil**—Son of Beshaba, Lady Doom, and Tempus, Lord of Battle, a bookish god of odds; sometimes called the Cooler god since his presence often effects the luck of near-by beings. Beshaba cares very little for her son and Tempus find him boring and an affront to his ideals, so Klaissil tends to move between the planes and courts of other gods and deities until asked to leave. He often finds a home with Tymora, his aunt, but even her patience is not limitless. Klaissil manifests as a large man with quail feathers across his head and shoulders, including a feather that sprouts out from his head. He begins most conversations coming out from the periphery, pushing his glasses up the bridge of his nose, and saying, "Well actually..." His presence often ends lucky streaks, stops lovers from finding each other, and causes rogues to leave town empty handed and in a hurry. He thinks he is being helpful; and if knowing the odds and never being lucky is helpful... then yes, I guess he is. There are few followers of Klaissil, but those that are do so with great fervor and intensity. Sharing the odds of success and the folly of certain ways of thinking or doing things to any who will listen and most who won't. They often dress in simple gray robes, tied with a leather belt, a capelet of black feathers draped over one shoulder, and single feather hanging over their face. They inject themselves into conversations, share "wisdom" and odds they say come from Klaissil, and then ask for remuneration. They often claim direct contact with Klaissil, but it is rare that Klaissil ever interacts with them or pays any formal attention to them. Like them he simply appears, enters into a situation, and then wanders off. There is no formal order of followers of Klaissil, but most followers call then selves Oddsmakers, while everyone else calls them Trolls.
2. **Finder Wyvernspure**—A chaotic –Neutral demi-god with dominion over the cycles of life and the transformation of art. Once a powerful bard, he gained divinity by defeating the evil god Moander. Finder has a strong influence over the Saurials who he freed from Moander.
3. **Milil**— a good deity with dominion over song, poetry, and creativity. Worshipped by Bards and Troubadours, Milil is a young mail that is elf-like often dressing in the bright and elegant clothes of a Troubadour. He is flirtatious with all, regardless of gender, race, or mortality.
4. **Tymora**—Lady Luck, the goddess of Trickery and good fortune. Gamblers and certain businessmen server Lady Tymora and seek her blessing.
5. **Skippy Jack**— Human bard, cursed by the Bog Witch the adversary of his people, so that when he plays music (especially when he really gets into the music) wild magic occurs. Disowned by his people he wanders from town to town, often leaving in the middle of the night after making frogs rain from the sky or all the water in town to turn to milk. The only distinctive thing about Skippy Jack is the red kerchief he wears around his neck. *[AB—In my campaign Skippy Jack was a member of the Frogkin race who run the Osan north of Phandalin. He, along with the rest of the Frogkin bards, was also cursed by the Bog Witch with her dying breath. He sounds like Kermit the Frog eats Canadian Bacon]*

Other notable people in Murderers' Fjord:

1. **Pat Bordango** – Retired Pirate and de facto leader of Murderers Fjord. In his long pirate career he served with most of the High Ship Captains and earned begrudging respect. It is this respect that has allowed Murderers Fjord to remain independent and its citizens relatively safe from their pirate patrons. He is a rotund man now, with thinning gray hair and poor eyesight. He can often be found at The Grand Duchess, although he is sure to frequent all the business and Ship Halls.
2. **Brother Goldfollow** – Priest of Tymora, a Hill Dwarf dressed in simple garb. His simple monastic life in Murderers Fjord is not from an official posting by the Church of Tymora, but on account of having to flee Waterdeep after stealing from the Church's coffers and murdering his Rector. The quiet Goldfollow spends his time reading in Banal Method's library in the Suljack's Retreat. He is often called on by local business to bless their endeavors to fleece their clientele. Goldfollow happily accepts their money and offers prayers he knows won't be answered.
3. **Lady Mary** – No one knows her real name or where she came from, but Lady Mary walks the streets of Murderers Fjord with regal bearing. Her beauty often attracts unwanted advances, but once she starts screaming at her suitors they become less interested. Her eyes always seem to be off in the distance and she only responds in blood curdling screams. The white dress that she wears is always bright white the next day and no one has found where she goes at night, losing her along the cliffs to the south where she retreats to at night.

Appendix E: Enemies

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (Natural Armor)

Hit Points 341 (22d20+10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistance Fire

Senses Darkvision 120 Ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Should your players want to fight the Dragon Turtle, I suggest upping its HP to the full 440. From <https://roll20.net/compendium/dnd5e/Dragon%20Turtle#h-Dragon%20Turtle>

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (Leather Armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Any One Language (Usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 80/320 ft., one target. *Hit:* (1d8 + 1) piercing damage.

The Pirates for Murderers' Fjord just use the Bandit stats from the SRD at <https://roll20.net/compendium/dnd5e/Bandit#h-Bandit>

KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 472 (27d20+189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities Lightning; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

Condition Immunities Frightened, Paralyzed

Senses Truesight 120 Ft., passive Perception 14

Languages Understands Abyssal, Celestial, Infernal, And Primordial But Can't Speak, Telepathy 120 Ft.

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* (3d6 + 10) bludgeoning damage. The target is grappled (escape dc 18) Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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. Kraken regains spent legendary actions at the start of their turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

Should your players want to fight the Kraken... ummm... sure... I hope this was a one-shot. From <https://roll20.net/compendium/dnd5e/Kraken#h-Kraken>