

A SESSION ZERO ADVENTURE FOR NAUTICAL CAMPAIGNS

the CURSE of  
*SKULL ISLAND*



written by  
**ANTHONY JOYCE**

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## ABOUT THE AUTHOR

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**Anthony A. Joyce** is a husband, father of two boys, and a U.S. Army Strategist. His prior work includes *The Heir of Orcus: Verse I & II* which are Adventurers League Community Created Content adventures and *Psyborg*, a Fighter subclass.



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# the CURSE of *SKULL ISLAND*

ESTIMATED DURATION: 2–4 HOURS

**DM OBJECTIVE:** WALK PLAYERS THROUGH THE PROCESS OF CREATING CHARACTERS FOR USE IN A NAUTICALLY-THEMED CAMPAIGN.

## WHAT IS A SESSION ZERO ADVENTURE?

A session zero adventure is a mix of actual gameplay and rules discussion between you and your players as they build their first level characters. During this adventure, you will discuss the expectations of your nautical themed campaign and the guidelines for character building. At the conclusion of this adventure, each player will have a character built to your campaigns specific requirements, and you will have some story hooks to begin your campaign. It is important to recognize that this is an informal adventure. The objective is character creation and establishing expectations for your nautical themed campaign.

To facilitate character building throughout the adventure, the characters start with no memory or recollection of their past. This allows players to build their character at the table during distinct steps of the adventure.

Just to further emphasis that your players are going into this adventure playing first level characters, not zero level characters. The difference is that the players are building those characters from the ground up without the characters themselves initially knowing who or what they are.

### BOLDED AND CAPITALIZED NAMES

Throughout the adventure, you will see **BOLDED AND CAPITALIZED NAMES** and **bolded names**.

**BOLDED AND CAPITALIZED NAMES.** Names of NPCs and notable locations.

**Bolded names.** Names of monsters used as stat blocks for NPCs. Each monster stat block referenced in this adventure is available using the *Basic Rules* from *Wizards of the Coast*, which you can [download by clicking here](#).

## STORY HOOKS

The characters have washed ashore the mysterious **SKULL ISLAND**. The characters are unable to remember anything about themselves and slowly uncover who they are as they explore Skull Island and meet its inhabitants. Forgetting who they are allows the players to build their

characters throughout the adventure. Included below are some story hooks that you can use to explain why and how the characters ended up on Skull Island.

### STORY HOOK: A JEALOUS SEA DEITY

The characters were once powerful adventurers well known throughout the land. Their fame and fortune drew the ire of a jealous Sea Deity who then stole away their power, memories, and fortune.

### STORY HOOK: “MAN OVERBOARD!”

A violent sea storm ravaged the characters ship. The storm knocked the characters overboard. This experience caused the characters to awaken on the shore with short-term amnesia.

### STORY HOOK: “WE BE PIRATES!”

The adventurers are notorious pirates recently hunted down by an entire armada! Their ship was destroyed in an epic sea battle, all that remains is this motley crew upon the beach.

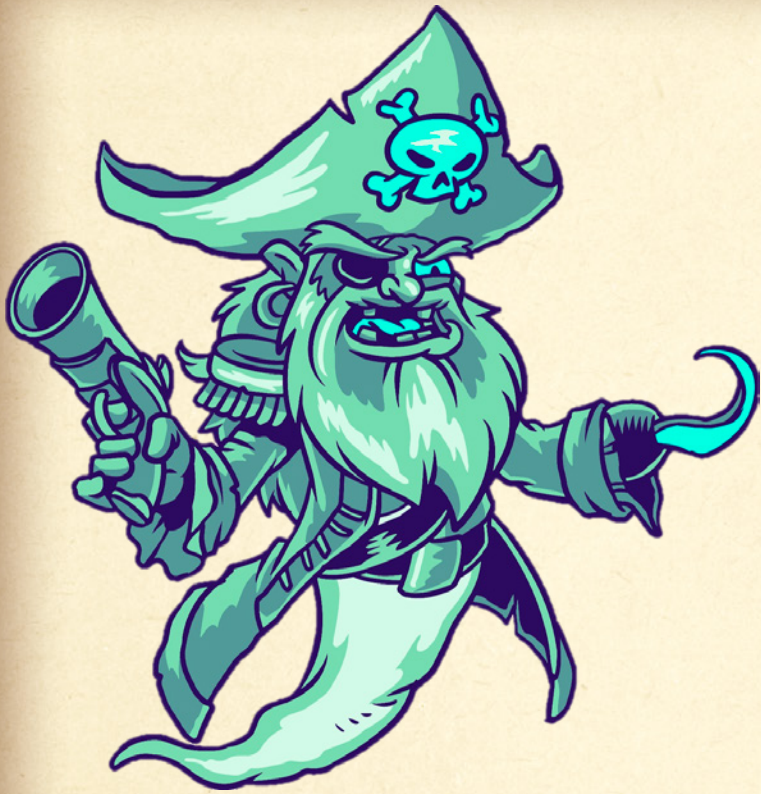
## STEP 1. HANGMAN’S TREE: RACE SELECTION

It is a beautiful warm sunny midmorning on Skull Island. Read or paraphrase the following:

The breeze dances along this sandy sun soaked beach as palm trees sway gently from side to side. You can hear seagulls cawing overhead and ocean waves rolling washing ashore of this majestic dune.

Several hundred feet from the characters is a large dead tree known as **HANGMAN’S TREE**. A human skeleton wearing tattered pirate clothing sways in the wind as it hangs by a noose. The skeleton is all that remains of **CAPTAIN BARTLEBY SEABEARD** (CG male human ghost) (*Monster Manual*, page 147) who is now a friendly pirate ghost roaming the beach looking for some new friends to help lift his curse. Due to his curse, his spirit is unable to enter the afterlife, where he hopes to meet up with his family. Captain Seabeard’s hopes the characters can recover his right eyeball, which is within an ivory chest in **SKULL CAVE**, and lift his curse so he can enter the afterlife (reference the “Curse of Skull Island: Pirate Eyeballs” below).





### THE CURSE OF SKULL ISLAND: PIRATE EYEBALLS

Captain Seaboard's former first mate, "Snake Eyes," stole his right eyeball and placed in a chest here on Skull Island. Any pirate whose eyeball remains in a chest on Skull Island wanders the Material Plane for eternity in undeath. If the cursed individual is a ghost, they cannot go within 100 feet of the chest containing their eyeball. Any attempt to do so causes excruciating pain and temporary paralysis until they move away from the eyeball. Due to the nautical nature of the curse, placing the eyeball in the sea lifts the curse.

Ancient scholars believe the large skull on Skull Island belonged to an ancient Sea Giant warlock who worshiped sea demons. The Sea Giant was ultimately defeated by a group of heroic adventurers but not before its spirit infused with the Island and cursed the land for eternity.

**Captain Seaboard as a Narrative Tool.** Captain Seaboard is a tool for you to use to walk players through the character creation process. Roleplaying introduces the players to the social interaction pillar of adventure and helps guide them through this session zero adventure. Captain Seaboard is funny, full of energy, and a joyful spirit. After the players select their characters race, proceed to Step 2.

### THE THREE PILLARS OF ADVENTURE

*Dungeons and Dragons* Fifth Edition introduces "The Three Pillars of Adventure" in the introduction of the Player's Handbook. Below is a short summary of each pillar:

**Exploration.** Involves the adventurers' moving, interacting, and discovering their world. The players describe what they do and you tell them what happens. Your players experience the world their characters inhabit through your descriptions adjudication of results.

**Social interaction.** Features your players speaking with creatures in your world. Characters develop friendships, rivalries, and more based off their social interactions with NPCs in your world.

**Combat.** Focuses on characters jumping into battle to slay their foes with cold steel or powerful magical fireballs. As characters level, they will become more powerful and likely face more deadly foes in combat.

## SELECTING A RACE

Take this time to discuss any racial restrictions with your players for your campaign. Inform your players what official or unofficial races they can choose for their characters.

Explain the nautical theme of your campaign so your players can consider the benefits of choosing races closely associated with this theme.

### Where to find Official Racial Character Options.

The following list contains official sources of racial character options from *Wizards of the Coast*:

- *Player's Handbook* (PHB)
- *Dungeon Master's Guide* (DMG)
- *Elemental Evil Player's Companion* (EEPC)
- *Volo's Guide to Monsters* (VGtM)
- *Sword Coast Adventurer's Guide* (SCAG)
- *The Turtle Package* (TTP)
- *Mordenkainen's Tome of Foes* (MToF)
- *Wayfinder's Guide to Eberron* (WGtE)
- *Guildmasters' Guide to Ravnica* (GGtR)

### Official Races with Nautical/Aquatic Benefits.

- Lizardfolk (VGtM)
- Sea elf (MToF)
- Simic hybrid (GGtR)
- Turtle (TTP)
- Triton (VGtM)
- Vedalken (GGtR)
- Water genasi (EEPC)

## TREASURE

Captain Seaboard gives the characters a map of Skull Island (see appendix A for Map of Skull Island)!





## STEP 2. CANNIBAL COAST: CLASS, ABILITY SCORE, AND BACKGROUND SELECTION

Captain Seaboard wants to learn more about the characters, so he asks them to accompany him to a nearby goblin village of cannibals located on the **CANNIBAL COAST** (see Cannibal Coast: Goblin Village below). Captain Seaboard explains that these cannibals are actually goblins who believe they are fish and therefore only eat fish.

### THE CURSE OF UMBERLEE

Many centuries ago, these goblins offered goblin flesh to a Priest of Umberlee who washed ashore Skull Island. The Priest, insulted by this offer, called upon Umberlee to curse the goblins. Umberlee answered his prayer and cursed the goblins, making them believe they themselves were fish instead of goblins. Under the curse, many goblins fled into the ocean fearing they would die on dry land. Many goblins drowned in the ocean that day, but those that could swim survived. The goblins continue to believe they are fish but have become proficient swimmers and underwater hunters as a result.

The journey from Hangman's Tree to the Cannibal Coast is relatively short. Along the way, Captain Seaboard manifests an accordion and begins singing a tale about his days as a notorious pirate. Read or paraphrase the following:

Captain Seaboard begins to sing a dark tale of his trusted first mate, "Snake Eyes." Snake Eyes led a mutiny against Captain Seaboard and left him hanging on Hangman's Tree to die. The crew removed Captain Seaboard's right eyeball and placed it in an ivory chest, forever cursing him to wander the Material Plane. As he ends his pirate song, a single ghostly tear rolls down his cheek from his eye patch.

### CANNIBAL COAST: GOBLIN VILLAGE

The small goblin village comes into view just as Captain Seaboard finishes his song. Read or paraphrase the following:

Before you stands a small village teeming with life. The sound of drums beating reverberate from the village. You notice several goblin sized huts made of bamboo and straw and a large fire where goblins are gathering to eat and celebrate.

The goblins are friendly and will gladly welcome the characters to partake in their fish feast. Due to the time the Captain has spent on the island in his jovial and friendly ghostly state, they recognize Captain Seaboard and are good friends with him. As the characters enter the village, they are greeted by the village elder, **MAMA MUCK DUCK** (CG female **goblin**) (*Monster Manual*, page 166).

Mama Muck Duck is the oldest goblin in the village at over 100 years old! She is a very wise and powerful druid and is eager to help the characters learn more about themselves, but she has a hard time hearing so the characters will have to speak up to be heard. She offers them a natural drink made from local herbs to help the characters recall their past.



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**Narrative Tool.** Mama Muck Duck and her tea are tools for you to use to walk players through the character creation process of selecting their class, background, and determine ability scores. Inform your players not to concern themselves about their starting equipment during this step as this will occur later (in Step 3). After the players complete this process, proceed to Step 3.

### SELECTING A CLASS AND SUBCLASS

Take this time to discuss any class and/or subclass restrictions with your players for your campaign. Inform your players what official or unofficial classes and/or subclasses they can choose for their characters.

Explain the nautical theme of your campaign so your players can consider the benefits of subclasses closely associated with this theme.

**Where to find Official Class Options.** The following list contains official sources of class options from *Wizards of the Coast*:

- *Player's Handbook* (PHB)
- *Dungeon Master's Guide* (DMG)
- *Guildmasters' Guide to Ravnica* (GGtR)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Xanathar's Guide to Everything* (XGtE)





**Official Subclasses with Nautical Themes.**

The following list contains official class options from Wizards of the Coast:

- Path of the Storm Herald (Barbarian; XGtE)
- Tempest Domain (Cleric; PHB)
- Swashbuckler (Rogue; SCAG & XGtE)
- Storm Sorcery (Sorcerer; XGtE)

**SELECTING A BACKGROUND**

Take this time to discuss any background restrictions with your players for your campaign. Inform your players what official or unofficial backgrounds they can choose for their characters. It is also helpful to inform your players if they are allowed to customize their background using the rules under the 'Customizing a Background' section in Chapter 4 of the *Player's Handbook*.

Explain the benefits of backgrounds closely associated with a nautical theme for their characters.

**Where to find Official Background Options.** The following list contains official sources of class options from Wizards of the Coast:

- *Player's Handbook* (PHB)
- *Guildmasters' Guide to Ravnica* (GGtR)
- *Sword Coast Adventurer's Guide* (SCAG)
- *Wayfinder's Guide to Eberron* (WGtE)

**Official Backgrounds with Nautical Themes.**

- Pirate (PHB)
- Sailor (PHB)

**DETERMINE ABILITY SCORES**

Inform your players how to determine ability scores for their characters. Reference the "Determine Ability Scores" section of Chapter 1 in the *Player's Handbook* to determine ability scores for characters in your campaign.

**STEP 3. MERMAID COVE: STARTING EQUIPMENT**

After drinking the special tea, Mama Muck Duck is pleased that the characters have remembered their past! She recognizes that they have the ability to free Captain Seabead from his curse. However, to do so, they will need equipment. Mama Muck Duck tell the characters to visit the nearby **MERMAID COVE**.

Captain Seabead accompanies the characters to Mermaid Cove. Read or paraphrase the following:

Flawless water fills this cove as colorful fish swim among vibrant coral reefs. Water splashes nearby, as a beautiful female merfolk appears. She begins looking in your direction inquisitively and moves closer.

After a moment, a beautiful mermaid named **LAMIA** (CG female **merfolk**) (*Monster Manual*, page 218) greets the characters and asks them about themselves. She is very interested in the lives of land dwellers. Lamia is beautiful, intelligent, and loves to tell tales of her harrowing underwater adventures exploring shark-infested shipwrecks. As the characters describe themselves, she is willing to offer them equipment that might aid them in their journey to lift the curse of Captain Seabead. After the characters receive their starting equipment, Lamia bids them farewell and Captain Seabead leads the characters to Skull Cave (proceed to Step 4).

**SELECTING STARTING EQUIPMENT**

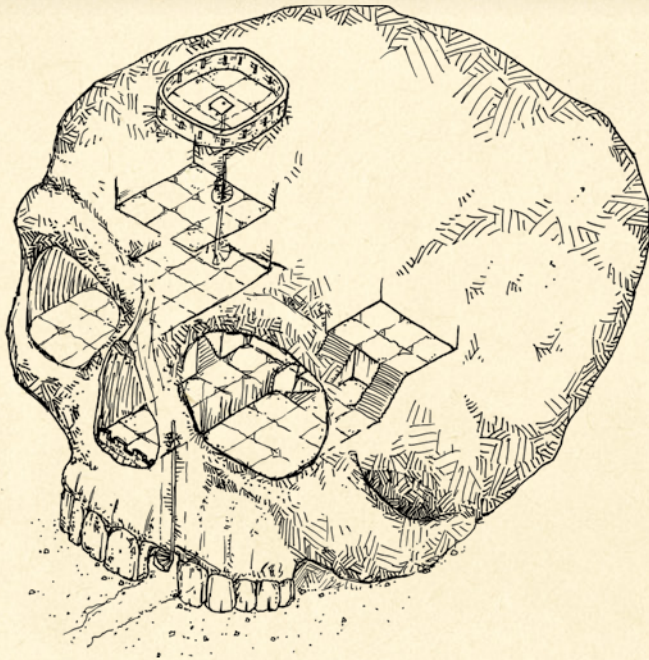
During this step, walk each of your players through selecting starting equipment from their class and background selections.

**Discuss equipment expectations.** Set player expectations regarding the purchasing of equipment and future magic items in your campaign.

- How often will characters have an opportunity to purchase gear?
- Will you track rations and other sustainment items?
- Are magic items available for sale in your campaign or will/must characters discover them in dangerous dungeons?
- How will you divide treasure equally in your campaign?
- Can characters steal from NPCs (or, more importantly, each other)?

These are all aspects of play you want to discuss with your players so everyone begins the campaign with an understanding of what to expect.





## STEP 4. SKULL CAVE: EXPLORATION AND COMBAT

Captain Seaboard accompanies the characters to Skull Cave but stops 100 feet from the entrance. He reminds the characters that his curse prevents him from going any further but asks for the characters to explore Skull Cave and attempt to retrieve his eyeball. He truly believes if his eyeball is returned, his spirit will be set free from the curse that binds him to Skull Island.

Skull Cave (see appendix C for map) is a natural rock shaped like a human skull. No one knows why or how Skull Cave came into existence; it has been here as long as anyone can remember. At the base of the skull, one of the teeth opens to a spiral staircase (Area 1). Should the characters explore Skull Cave and lift the curse of Captain Seaboard, proceed to Step 5. Conclusion.

### AREA 1: SPIRAL STAIRCASE

The skull is missing a front tooth; inside this cavity is a small spiral staircase that leads up to Area 2. Characters with a passive Wisdom (Perception) score of 10 or higher will notice a rat gnawing on a bone underneath the spiral staircase. If a character examines the bone and succeeds on a DC 12 Wisdom (Medicine) check, they will learn that this is a finger bone belonging to a human; success by 5 or more also reveals that the owner of the bone has been dead for over 50 years.

### AREA 2: NASAL CAVITY

The nasal cavity is a small 10-foot wide by 30-foot long room with open doorways leading to Area 3 and Area 5. The characters can look out of the nasal hole and see most of Skull Island from where they stand. Soft gusts of wind flow in and out of the nasal cavity. Characters who succeed on a DC 10 Wisdom (Perception) check spot small blood stains on the floor. The blood stains are not fresh and appear to be many years old.

### AREA 3: LEFT EYE CAVITY

The left eye cavity is a 15-foot wide by 20-foot long room with stairs at the north end leading up to Area 4. This is where the cursed chest containing Captain Seaboard's eyeball resides. This room overlooks Skull Island.

**If it is daytime:** Captain Seaboard is easily noticeable as he paces back and forth in the distance.

**If it is nighttime:** the characters see campfires from the Goblin Village off in the distance.

### AREA 4: CURSED CHEST

A small ivory chest occupies the center of Area 4. Standing next to the ivory chest is a **zombie** (*Monster Manual*, page 316). The zombie wearing a weathered pirate captain's uniform. This zombie is all that remains of some unknown pirate captain unfortunate enough to wash ashore Skull Island. The zombie attacks the characters if they move up the stairs or approach the chest.

**Ivory chest.** The ivory chest is locked; a character who makes a successful DC 15 Dexterity (Thieves Tools) check unlocks the chest. The chest has an AC of 15 and 10 (3d6) hit points. There are 28 eyeballs inside the chest, one of which belongs to Captain Seaboard.

Characters that succeed on a DC 12 Intelligence (History) check will recognize the chest as the chest from Captain Seaboard's tale. If the chest is open, characters that succeed on a DC 10 Wisdom (Medicine) check will recognize Captain Seaboard's right eyeball; success by 2 or more also reveals that 18 of the remaining eyeballs belong to humans, and 9 belong to a non-human creature.





Characters that succeed on a DC 15 Intelligence (Nature) check will recognize the 9 non-human eyeballs as beholder eyeballs.

**Combat.** This encounter is a tool for you to go over combat rules in your campaign, to include variant or optional combat rules available in the *Dungeon Master's Guide*. Below are some optional rules to consider:

- Flanking (DMG, Chapter 8)
- Diagonals (DMG, Chapter 8)
- Facing (DMG, Chapter 8)
- Side Initiative (DMG, Chapter 9)
- Speed Factor (DMG, Chapter 9)
- Climbing onto a Bigger Creature (DMG, Chapter 9)
- Disarm (DMG, Chapter 9)
- Mark (DMG, Chapter 9)
- Overrun (DMG, Chapter 9)
- Shove Aside (DMG, Chapter 9)
- Tumble (DMG, Chapter 9)
- Hitting Cover (DMG, Chapter 9)
- Cleaving through Creatures (DMG, Chapter 9)
- Injuries (DMG, Chapter 9)

### TREASURE

Captain Seaboard's right eyeball, 18 humanoid eyeballs, and 9 beholder eyeballs. Weathered pirate captain uniform.

### STORY HOOK: BEHOLD THE PIRATE LICH!

What do the humanoid and beholder eyeballs in the chest mean? Legend has it that there is a secret entrance to a deep underground lair of a Pirate Lich somewhere on Skull Island! The Pirate Lich uses these undead minions to guard its lair.

### AREA 5: RIGHT EYE CAVITY

The right eye cavity is a 15-foot wide by 35-foot long room with a spiral staircase at the north end leading up to Area 6. This area is extremely humid as condensation drips from the ceiling onto white beach sand covering the floor. In the center of the room is a small sand castle. When the characters enter the room, a **crab** exits the sand castle and waves its claw at the characters to greet them. After the crab waves, it will grab a twig from its sand castle and begin using it to make somatic gestures.

Characters that succeed on a DC 13 Intelligence (Arcana) check will recognize the somatic gestures; these gestures are the same ones used to cast the polymorph spell.

**What's up with the crab?** The crab is anything you want it to be; a polymorphed wizard, a smart crab that can communicate, or just a regular crab. Is the 'stick' an actual wand? Is the crab actually casting a spell? This is your story to tell!

If the crab is just a regular crab or a smart crab, characters that succeed on a DC 12 Wisdom (Animal Handling) check convince the crab that they are trustworthy; the crab will follow them wherever they go.

### AREA 6: DEAD PIRATE

This small 15-foot wide by 15-foot long room is damp and smelly. Skeletal human remains lean against the western wall of this room. The skeleton is wearing a tattered pirate hat and clothing; there is a single arrow in its left knee, and half a bottle of rum at its side. Characters that

succeed on a DC 12 Wisdom (Perception) check notice the pirate is missing a finger bone from his left hand (this is the same finger bone found in Area 1). The spiral staircase in this room leads down to Area 5 and up to a small hatch which opens up to Area 7.

### TREASURE

A single arrow and a sealed bottle filled halfway with spiced rum.

### AREA 7: OBSERVATION PLATFORM

A 15-foot by 15-foot wide observation platform that overlooks Skull Island. This is an excellent location for any lookout to spot ships headed towards Skull Island.

## STEP 5. CONCLUSION

Congratulations! You've successfully walked your players through the character creation process, experienced all three pillars of adventure (exploration, social interaction, and combat), and discussed what to expect in your nautical themed campaign! Next, you will conclude your session zero by going over some final details so everyone has a clear understanding of what to expect in future sessions. Also, now is a great time to give some story hooks for how your campaign begins; feel free to use some example hooks below.

### ADDITIONAL TOPICS TO DISCUSS IN A SESSION ZERO

Below is just a short list of possible topics to discuss during the close out of your session zero. Communication is critical to begin a campaign where everyone understands what is expected of them.

- How will you award experience (Milestone, Experience Points, other)?
- How will you award inspiration?
- Is PvP (player versus player) allowed?
- Are there any alignment restrictions?
- What is the policy for food and drinks during sessions?
- How will you handle rule discrepancies?
- What style will you utilize most or least as the DM (Theater of the mind, maps and miniatures, etc.)?
- Are there any topics off limits during sessions? Is expected gameplay PG, MA, R, or X rated?
- Do any of your players have any triggers to consider during play?
- Is there a code of conduct for your sessions?

### STORY HOOK: CAPTAIN SEABEARD'S UNFINISHED BUSINESS

Captain Seaboard isn't ready to cross to the other side just yet. Now that you have his eyeball, he wants you to find Snake Eyes and bring him back to Skull Island so he might have his revenge!

### STORY HOOK: ESTABLISHING A BASE

Skull Island is perfect for a pirate hideout; all it needs is some supplies and helping hands to get up and running. There are some nearby port towns that can provide these...legally or illegally.

### STORY HOOK: SHIP AHOY!

A ship is heading towards Skull Island. Who is onboard and are they friends or foes?



# APPENDIX A: PLAYER MAP OF SKULL ISLAND





# APPENDIX B: DM MAP OF SKULL ISLAND



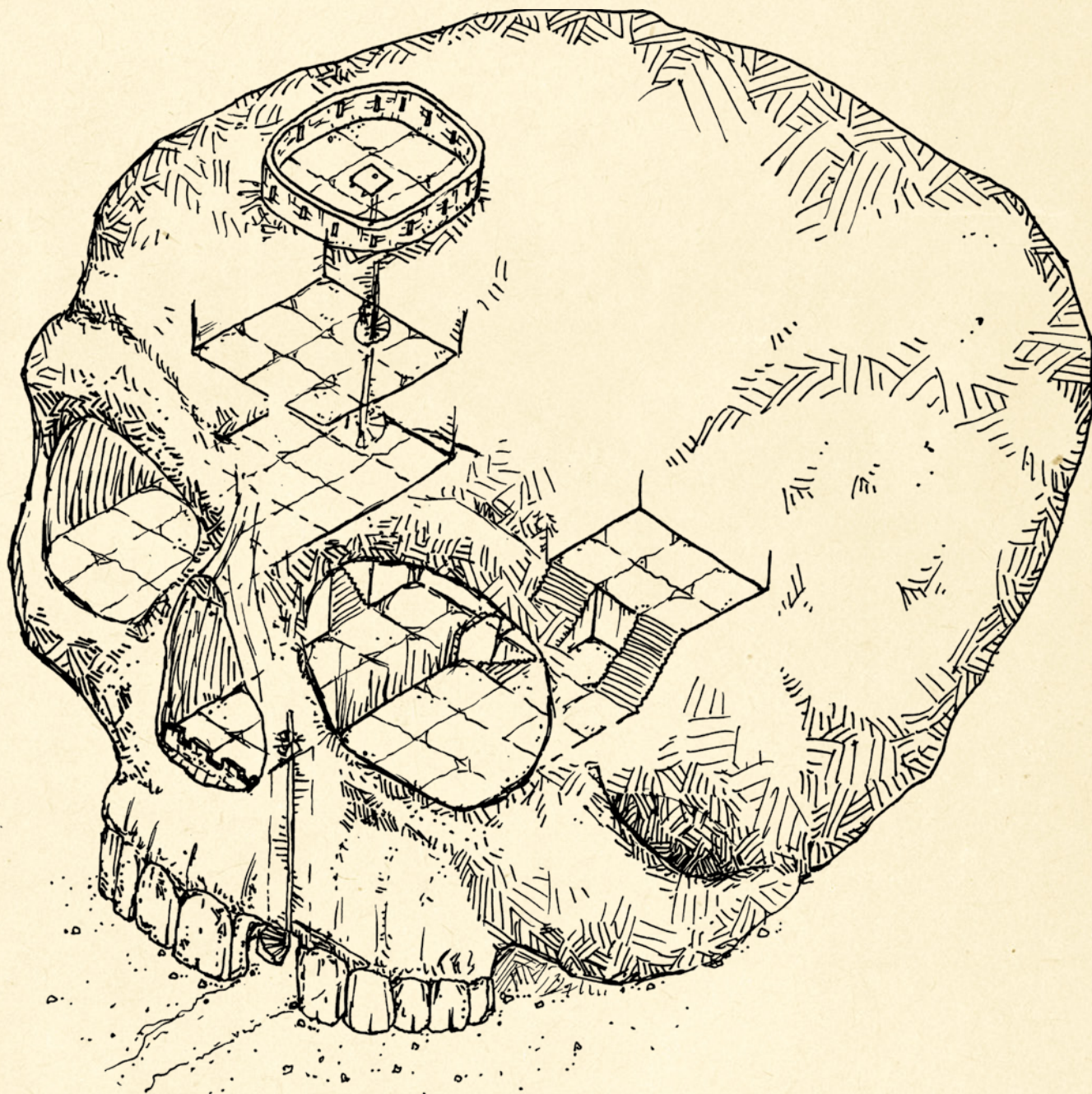
*Ahey Pirates!!*

FEW BUCCANEERS THERE ARE THAT WOULD BE SO FOOLISH AS TO SEEK OUT THE CURSED TREASURES OF SKULL ISLAND. WITH THIS MAP AT LEAST YOU MAY HAVE A CLUE WHERE YOU'RE GOING YOU FILTHY BILGE RAT!! GOOD LUCK TO YOU MATEY



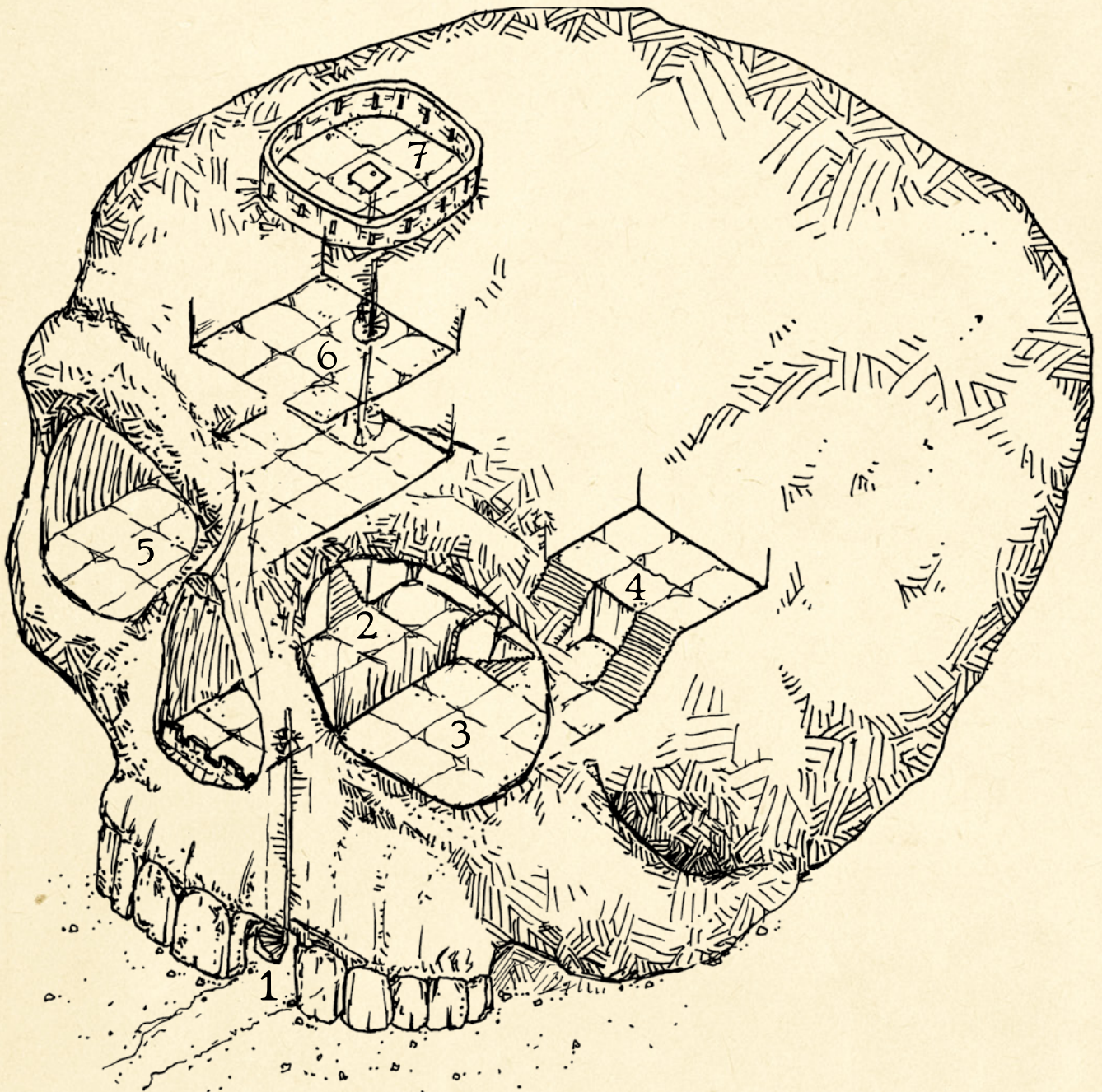
## APPENDIX C: PLAYER MAP OF SKULL CAVE

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# APPENDIX D: DM MAP OF SKULL CAVE





# NAUTICAL CHARACTER OPTIONS

by Jeremy Forbing





## NEW DRAGONBORN RACIAL VARIANT: SEA DRAGONBORN

The sea dragonborn are a rare and warlike people who take to naval battle readily, using their unique abilities to strike with stealth from banks of fog or vapor. Besides a tendency to be smaller and more agile, they are very much like their metallic or chromatic kin. They have a tradition of raiding ships and port settlements, but few seem to be evil, and most warbands focus their depredations on evil groups which their leaders declare as anathema. Of course, less ethical sea dragonborn of other alignments are often marine raiders as well, but are far less discriminating when choosing their targets. They dress in loose-fitting, airy clothes, in which they find it easy to move, layering them as necessary in colder climes.

**Sea Dragonborn Multiclassing.** If you are using the optional multiclassing rules, sea dragonborn gain a special benefit: they can substitute their Dexterity score for their Strength score when determining if they can be multiclass paladins.

The sea dragonborn appeared most recently in *Ravenloft Archetypes II: Core Domains Adventurer's Guide*.



## SEA DRAGONBORN TRAITS

These traits replace the Ability Score Increase, Draconic Ancestry, Breath Weapon, and Damage Resistance traits of a normal Dragonborn.

**Ability Score Increase.** Your Charisma score increases by 2, and your choice of either your Strength score or Dexterity score increases by 1.

**Amphibious.** You can breathe both air and water.

**Draconic Ancestry.** Like all dragonborn, you have draconic ancestry, but it links you to dragons of the sea rather than the usual metallic or chromatic breeds. For effects that may depend on it, your draconic ancestry is of the "Sea" type, and your breath weapon is a 15 ft. cone requiring a Dexterity save. Your ancestry does not grant the normal resistance to a particular damage type, but for any effect based on the damage type determined by your draconic ancestry, the damage type is considered fire.

**Minor Heat Resistance.** When you take fire damage, you can use your reaction to roll a d4. Add your Constitution modifier (minimum 1) to the number rolled, and reduce the damage by that amount.

**Searing Steam Breath.** You can use your action to exhale a cloud of super-heated steam. When you use your breath weapon, each creature within a 15 ft. cone must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d6 fire damage on a failed save and half as much damage on a successful one. Being underwater doesn't grant resistance against this fire damage. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

In addition, your breath weapon creates an area of fog that includes not only the cone itself but any space within 5 feet of it, including the space in which you are standing when you use it. The fog remains for 1 minute or until dispersed by wind. It spreads around corners, and its area is heavily obscured.

After you use this trait, you can't use it again until you complete a short or long rest.

**Sea Dragon's Legacy.** You gain a swimming speed equal to your walking speed, and whenever you make a Dexterity (Stealth) check while you are heavily obscured by any form of water or vapor (including mist and fog), you are considered proficient in the Stealth skill and add double your normal proficiency bonus to the check, instead of your normal proficiency bonus.

## NEW BARBARIAN PRIMAL PATH: PATH OF THE RAVAGER

You are connected to a multigenerational tradition of raiding established communities for resources and wealth. This may take the form of sea-raiding, horseback assaults as part of a large horde, or some other violent practice. Whatever your preferred means of attack, your elders have taught you that fear is the greatest weapon of all. Barbarians on this Primal Path make terror their ally, depending on the panic they create to practice their ruthless trade.



The Path of the Ravager as described here comes from *Unearthed Archetypes: Heroes for the Ages*.

## RAVAGING WAYS

At 3rd level when you choose this path, you gain proficiency with your choice of navigator's tools, one type of artisan's tools, or one type of vehicle (land or water). Alternatively, you can choose to gain proficiency with the Animal Handling skill instead of one of the listed tool proficiencies.

In addition, when you are not wearing medium or heavy armor, you gain a climbing speed equal to your walking speed.

## SWIFT RAIDER

Starting at 3rd level, when you hit a creature with a melee weapon attack while raging, if you moved at least 10 feet in a straight line immediately before making that attack, you can use your bonus action to force the target to make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Charisma modifier). On a failure, it is frightened of you until the end of your next turn.

## DEFIANT GAZE

Starting at 6th level, you can see up to 1 mile away with no difficulty, and are able to discern even fine details as though looking at something no more than 100 feet away from you. In addition, when you would roll a Wisdom (Perception) check or Wisdom saving throw at disadvantage, you roll normally instead.

## BRUTAL REPRISAL

Starting at 10th level, when a creature fails its saving throw against your Swift Raider feature, it takes 1d10 psychic damage, in addition to becoming frightened of you until the end of your next turn.

In addition, while you are raging, if a creature has attacked you within the last minute, you can use the bonus action granted by your Swift Raider feature on that creature when you hit it with a melee weapon attack, even if you did not move at least 10 feet in a straight line before the attack.

## INESCAPABLE FEAR

Beginning at 14th level, while you are raging, frightened creatures within 5 feet of you have disadvantage on Wisdom saving throws that are not against spells. Whether you are raging or not, you make opportunity attacks against frightened creatures with advantage.

## NEW RANGER CONCLAVE: MARINERS

Mariners are rangers born not to the forest or mountains, but to the sea. You are the daring merchant-princess, the cunning freebooter, or the bold explorer. As a traveler between the great seaports, with no single home, you exist on the borders of society. When your luck or patience runs out in one port, you move on, seeking out new adventures. Your fighting style reflects the common

traits of sailors everywhere, prizing freedom, mobility, and swift reciprocity.

The lanes you travel are choked with pirates (who may be your enemies or rivals, depending on your own activities), mysterious monsters, and other strangeness. And lately, these threats seem to be growing darker. Sailors will tell their tales, of course, but you've heard too many rumors of signs and omens repeated in different ports to dismiss these dire predictions out of hand.

Upon retiring, mariners often become simple merchants, following common routes and carrying traditional cargos. Yet even in the hearts of these old buccaneers a fire burns—a passion that may lead them to accept one "last" great adventure. Your fighting style reflects the common traits of such sailors everywhere, prizing freedom, mobility, and swift vengeance.

This version of the Mariner first appeared in *Raiders of the Lost Tomb: Chult Adventurer's Guide*.

## CORSAIR FIGHTING STYLE

When you choose this archetype at 3rd level, you receive a second fighting style, which can only be chosen from the following special options: Harrying, Ship-to-Ship Warfare, Mobility, or Two-Weapon Fighting. You can never take the same Fighting Style option more than once.

## HARRYING

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by half until the end of its next turn.

## SHIP-TO-SHIP WARFARE

When you have cover against an attack, if it still hits, you have resistance against that attack's damage.







## MOBILITY

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

## TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## SEASONED SAILOR

At 3rd level, you gain proficiency in navigator's tools and your choice of either vehicles (air) or vehicles (water). You gain expertise with these proficiencies, which means your proficiency bonus is doubled for any ability check you make with them.

## VENDETTA STRIKE

At 3rd level, when you miss with a weapon attack against a creature that has attacked you within the last minute or that is your favored enemy, you can re-roll that attack roll. You must use the result of the second roll.

You can use this feature once, regaining the ability to do so when you roll initiative.

## SLIPPERY OPPONENT

At 7th level, when you hit an opponent with a weapon attack during your turn, that opponent's attack rolls

against you are made at disadvantage until the end of your turn.

In addition, whenever you fail a saving throw to avoid becoming frightened or restrained, or a Strength (Athletics) check related to climbing or swimming, you can use your reaction to roll that saving throw or ability check again. You must use the new roll.

## OVERWHELMING RECIPROCITY

Starting at 11th level, once per turn, when you attack a creature that has attacked you within the last minute or is your favored enemy, if that attack hits, you can choose to do either one of the following:

- Inflict an additional 1d12 damage on that creature.
- Make a weapon attack against any number of other creatures within 5 feet of that creature, with a separate attack roll for each target.

## RIDING THE CURRENTS

At 15th level, you gain a special defensive ability. Choose one of the following features:

**Evasion.** You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Outmaneuver.** When you make an opportunity attack, after the attack resolves, you can move 10 feet as part of the same reaction. This movement does not provoke opportunity attacks.

**Retaliation.** When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

## NEW FEAT: STEADY AT THE HELM

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

- Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with navigation tools and with vehicles (water).
- You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.
- You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.
- You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

This feat is adapted from one that originally appeared in *Eberron Archetypes: Heroes of the Five Nations*.



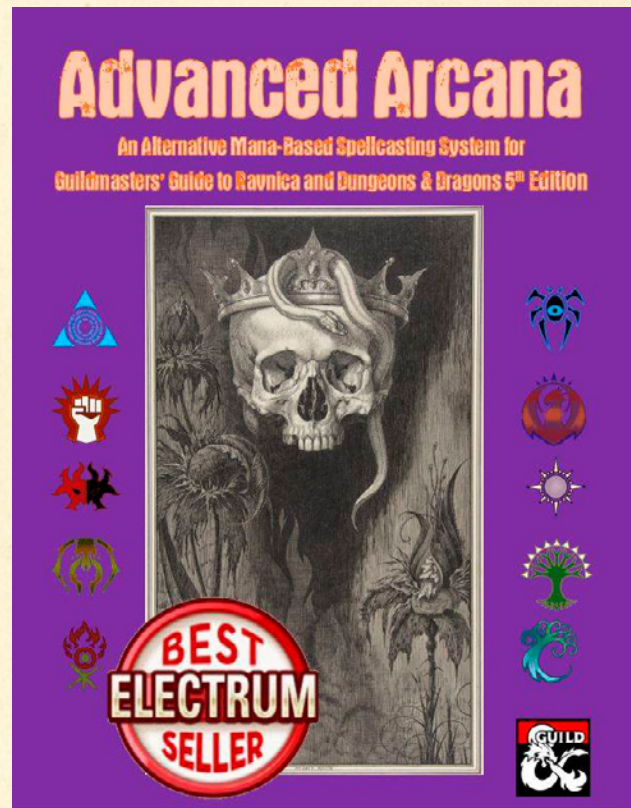
# ADDITIONAL CHARACTER OPTIONS

## ADVANCED ARCANA: ALTERNATIVE MANA-BASED SPELLCASTING SYSTEM

Experience this new spell system faithful to the *Magic the Gathering* (M:tg) setting, as well as one that can fit into the D&D universe, is what is needed to truly make many M:tg and D&D fans happy.

This publication includes the following:

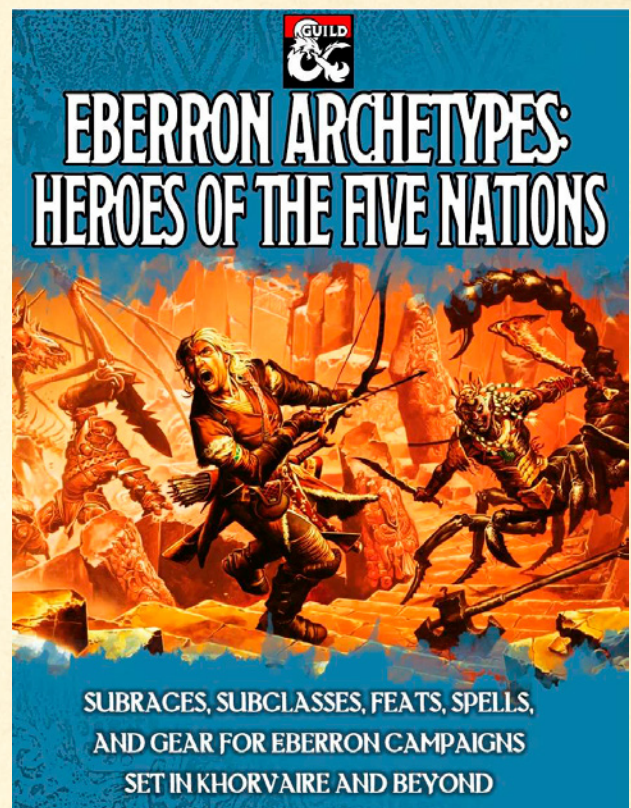
- A complete mana-based spellcasting system.
- Over 100 new spells and magic items adapted from the M:tg CCG system.
- New mana-based spell lists, including those for each of the 10 Ravnica Guilds.
- New creatures and stat blocks.
- Two adventures (Tier 1 and Tier 2) for you to use with the system.



## EBERRON ARCHETYPES: HEROES OF THE FIVE NATIONS

Player options in *Eberron Archetypes: Heroes of the Five Nations* include:

- New subraces for the Shifter and Warforged races as presented in the *Wayfinder's Guide to Eberron*.
- New racial feats for changelings, kalashtar, shifters, warforged, and dwarves, as well as general feats for characters of all types.
- Options to play psionic characters using feats, subclasses, and spells, without having to learn any new subsystems or variant rules.
- A total of 14 new subclasses for every class in the *Player's Handbook*.
- Over 60 new spells of particular use in the Eberron setting, 13 magic items, about half of which are (or can be) used as warforged attachments!



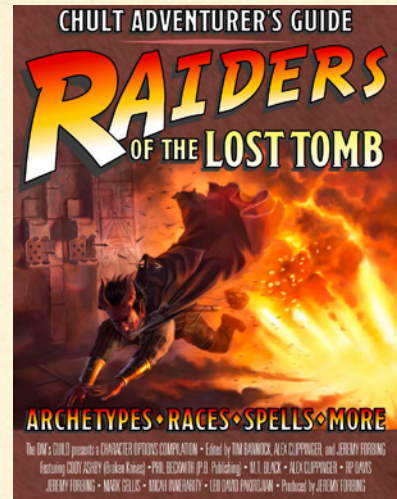


# ADDITIONAL CHARACTER OPTIONS

## RAIDERS OF THE LOST TOMB: CHULT ADVENTURER'S GUIDE

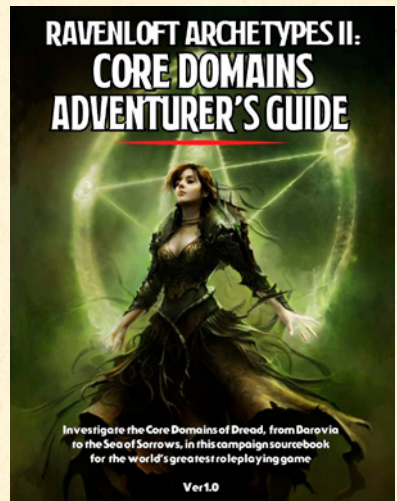
Ten DMs Guild creators team up to bring you 27 new subclasses, 101 spells, and four new races, along with many more new subraces, backgrounds, and more, designed to fit seamlessly into the *Tomb of Annihilation* storyline, as well as other 5th Edition D&D games set in the Forgotten Realms and beyond. Each new character option includes not just rules, but detailed descriptions and setting material to help you role-play them to the hilt.

- Two subclasses for every class in the *Player's Handbook*, plus two for the Artificer, and one for P.B. Publishing's bestselling *Hex Witch* class, for a total of 27 archetypes.
- Almost 50 pages of new spells, covering all schools and spellcasting classes, with special attention to harnessing the might of dinosaurs and the destructive power of volcanoes.
- New feats and warlock eldritch invocations.
- An adventurer's primer to Chult's dangers, terrain, and even more!



## RAVENLOFT ARCHETYPES II: CORE DOMAINS ADVENTURER'S GUIDE

*Ravenloft Archetypes II: The Core Domains Adventurer's Guide* aims to do everything for Ravenloft that the *Sword Coast Adventurer's Guide* did for the Forgotten Realms, providing all the setting, story, and character options needed to portray brave adventurers facing ultimate evil in D&D's classic Gothic setting of high adventure. Includes 20 new class archetypes, 13 new subraces/race variants, a new class, a new race, 56 new spells, new feats, new magic items, and detailed descriptions for Domains of Dread beyond the borders of Barovia.



## UNEARTHED ARCHETYPES: HEROES FOR THE AGES

Now updated with new and revised content! With 14 new class archetypes, seven human racial variants, seven age categories for characters, 85+ new magic spells and more, *Unearthed Archetypes: Heroes for the Ages* contains everything you need to play classic fantasy tropes.

Also includes, three specialized fighter archetypes; subclasses for barbarians, bards, monks, paladins, sorcerers, and wizards!





