



 **MONKEYDM**

# THE NEW LAND

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**5TH EDITION MODULE**

**EXPLORE UNCHARTED TERRITORY AND FIND A NEW HOME FOR THOSE YOU LOVE**

# MONKEYDM

## THE NEW LAND

**THE NEW LAND IS AN ADVENTURE MODULE DESIGNED FOR 3-6 LEVEL 11 CHARACTERS, BRINGING THEM TO LEVEL 13, FOR USE WITH THE 5TH EDITION RULESET.**



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# PART TWO

**T**he party finds themselves confronted with the death of the crewmates. They now have to find a way to survive on the island alone. They have to find out what the pair of eyes that they saw is that. They also have to find out how to defeat the creatures that they encountered next to the crystals.

## CHAPTER 1: A QUIET STROLL

In this chapter the party members discover what is going on on this island while taking a “peaceful” walk.

### 1.1. THE GUIDE

As soon as the pair of eyes he's seen it will come out into the light.

Read this:

“What you see in front of you is the lizard creature, humanoid in shape, it stands roughly 6 feet tall with sharp fiery eyes. It looks at you with a questioning gaze you can read from its eyes that it is curious as to what you're doing here. It doesn't seem hostile.”

#### YUUZ:

He is a friendly dragonborn, perhaps slightly deficient intellectually, he is extremely stealthy and perceptive. He doesn't take part in fights, preferring to stay back and watch the carnage. He will guide the heroes towards his village.

As you explain the incident that just transpired the Lizard folk will introduce himself. He is Yuuz a hunter of his tribe, or at least what's left of it. The gigantic monster that they saw flying isn't the most vicious threat on this soil he explains. He urges the party to come with him to a safer place. Night time is a very dangerous place to be in on this island. He shrugs off any suggestion of rest, time is precious. A **DC 14 Wisdom (Insight) check** will reveal that he looks very worried at the sun falling down. If the party asks for explanation, he'll say that he'll give them informations on the way and he will start moving.

As the party delves deeper in the forest, Yuuz will explain that the interior of the forest is corrupted. There is an ancient temple that was always there on the island. They always stayed away from it, but some kids went and played there, touched something they shouldn't have perhaps, and since then corruption is seeping out.

The kids have been missing ever since, and their parents disappeared soon after, looking for them. The population of the village has been slowly dwindling, as more and more dragonborns get caught by the corruption. Unfortunately they have to leave the safe location that is the village in order to find food, even agriculture is proving difficult with the corrupted water, so if the creatures don't kill them, the starvation will.

Read this:

As the party is coming up on the village, the light goes out. Yuuz looks up in horror, as a solar eclipse is shunning out the light. The earth around you begins to tremble, rocks shake, trees sway, you watch birds flying away. As Yuuz yells “RUUUUNNNN”, the corruption takes a hold of the land. The monsters erupt from the earth like a geyser. As thousands of them start to trample the ground, scattering everywhere across the earth and trees, like waves of pure chaos and destruction.

### THE CORRUPTION:

**GM Note:** Make sure your PCs understand that there is no fighting this wave of monsters. You can describe as a hydra coming out of the woods is instantly devoured, to make sure they understand that they need to run alongside Yuuz.

The party enters a “scripted event”. 3 failures results in being engulfed by the swarm and death. The party member with the highest Dexterity modifier starts first, and it goes by decreasing order. (You can roll initiative if you wish to).

### 1. FALLEN LOG

Read this:

“The swarm comes from your right, as their weight and the earthquake they are causing brings a tree crashing down in front of you.”

The players must all succeed a DC 14 Strength (athletics) check to jump over without losing speed, 10-14 is considered a half failure and the player will take 28 (4d10 + 6) necrotic damage, under a 10 is a complete failure and the player will take 52 (4d10 + 4d8 + 12) necrotic damage.

## 2. CREVASSE

Read this:

“The earth crumbles right in front of you, as a gaping abyss appears in the middle of the path. You look in horror as more of the monsters start climbing out of the inside of it.”

Crevasse as the floor gets destroyed under their feet, and another wave of corruption emerges from it. The players must succeed on a DC 18 Dexterity saving throw to avoid a direct hit from the wave. On a failure a character takes 28 (4d10 + 6) necrotic damage and has disadvantage on the next save. On a success a character takes half as much damage and doesn't have disadvantage.

## 3. POISONOUS SWAMP

Read this:

“As the village inches closer to you, you watch a few anguished faces of dragonborns behind what seems to be a semi-transparent wall, as Yuuz yells “We're almost there!”. As fate would have it, the last stretch of your run is swarmed with monsters crawling on the poisonous earth.”

As the earth shatters, destroyed under their feet, another wave of corruption clamps down on the characters. The players must succeed on a DC 16 Constitution saving throw to avoid a direct hit from the wave and the poison of the swamps. On a failure a character takes 28 (4d10 + 6) necrotic damage and 18 (4d8) poison damage and becomes poisoned. On a success a character takes half as much necrotic damage and doesn't suffer the other effects.

### GM Note:

Reward creative solutions ! For example when the log falls, if the raging barbarian asks if he can catch it before it slams on the ground to give the others time to pass, allow it. Or if a party member wants to use dimension door to teleport above the crevasse, bypass the save entirely for them.

Read this:

“As you feel the jaws clamp down behind you, you finally make it through the wall. Immediately what feels like a holy aura permeates every pore of your being. As the last one of the group jumps through you see behind you the wave of monsters crashing against the invisible wall. Each creature passing through is incinerated into smoke with a bright flash of light. You feel a few hands grasping you by the shoulders and pulling you away from the wall. As you turn around you see a small group of about 50 or so dragonborns, looking at you with curiosity and awe.”





**GM Note:**

If one party member fails all 3 saves and is doomed to die, Yuuz will sacrifice himself to save them. He will use his swap ability, projecting the ally in front and taking their place in back. He will be swarmed and die with a look of determination on his face.

## CHAPTER 2. THE VILLAGE

In this chapter the party encounters the elder of the village, and learns more about the corruption.

### 2.1. A FLASHY ENTRANCE

Read this:

“The villagers look at you with curiosity. In the crowd a figure stands out, a tall dragonborn, with beautiful long feathers protruding from the skull, forming an ephemeral crown. As the figure approaches the rest of the villagers part way, letting what seems to be a leader through. The dragonborn speaks”

Heira, the clan leader:

A tall blue dragonborn, her feminine figure is hidden behind ample robes, an aura of power emanates from her. The crowd seems to look up to her for approval.

- **If Yuuz is alive:**

“Yuuz I see, that you bring visitors”, as Yuuz bows lightly he replies “Yes, elder, these are adventurers that I found on the shore, their crew was massacred by the Ancient Guard. As Yuuz utters the words Ancient Guard, the crowd starts whispering, tension is palpable. The elder quiets down the voice, “Now then, please follow me to my hut, it seems you and I have much to discuss”.

- **If Yuuz is dead:**

“Who might you be, and how did you get here ?” After the players explain, if they mention the Ancient Guard, the crowd will whisper, quickly quieted down by the older. If they say that Yuuz sacrificed himself for them she’ll say: “I certainly hope he made the right choice by saving you, he was one of our bravest, please follow me to my hut we have much to discuss” As the players follow her, sobs can be heard in the crowd as a couple of younger dragonborns seem to be holding back tears, as others try to comfort them.



## 2.2. HEIRA, THE CLAN ELDER

The elder will walk the characters to her hut, more spacious than the others that can be found inside the village, its inside is adorned with piles and piles of books. Religious figures, and other adornments ornate the walls giving an air of prestige to the desolate place.

Read this: “As the leader sits down, she points you to various pillows on the floor. Taking a comfortable stance, she looks at you with an interrogative looks. You understand she’s ready to answer any questions.”

### WHAT HEIRA KNOWS:

- The corruption came out when the children went investigating the temple in their games.
- The village’s population went down by a few thousands, only about six hundred villagers are survivors.
- The giant figure flying above the skies is the Ancient Guard, a powerful giant, protector of the island.\*
- The only way to fight the corruption temporarily is with sunlight, as it seems to put it underground.
- The whole village is built upon the ruins of the giant’s city’s inner sanctum and is protected by a forbiddance spell, which is why it’s protected from the corruption, although the spell seems to be losing power after each wave of corruption that finds them.
- Only true sunlight will kill the corruption until darkness falls, as such spells like daylight which don’t create sunlight don’t kill them, only weakening them instead.

When she starts talking about the Ancient Guard, read this:

“The guard was, well, guarding the temple. He was buried deep within its core, sworn to protect the throne from any intruders. You see, this island once belonged to giants. It is said that the island itself is simply the skull of their most titanic being. Regardless, the giants were greedy and built their civilisation upon the wealth they unearthed from the earth. Not content with the riches they dug, they kept on going, deeper and deeper, until it was too late. What they found so deep in the land was a profound evil, that was never supposed to see the light of day. What ensued was a massacre, the Corruption and its spawns engulfed the giant’s domain, forcing most of them to flee for survival, dooming this land.

The king stayed behind determined to bring the corruption down with him, only his most loyal follower staying to fight alongside him, the ancient guard. Together they formulated a plan, designed to entrap the corruption forever. The king sacrificed himself as a lure, while his guard closed the flood gates behind him, condemning his king to fight against the corruption forever, while the rest of the world was protected. The guard and his loyal mount then sealed the temple in time, preventing anything from the outside world to disturb his king. To this day he remained loyal to the throne, guarding the temple. Or at least he was.” She takes a deep breath: “The guard seems to have lost his mind being in the temple for so long, he now fights the corruption that he finds on the island, but also all the other living creatures he finds, many of my brothers and sisters have fallen to his lightning”.

If the characters explain their reason to come on the island she will feel profoundly for them. She’ll explain that there is a teleportation device still inside the temple according to the writings, the issue is that it lies within the throne room, very room where the king is locked in battle against the corruption. As long as the corruption exists, this island won’t be safe for anyone.

## 2.3. DEVISING A PLAN

The elder will explain that only a small portion of the village is protected from the corruption by the forbiddance spell. The rest of the village wasn’t so lucky. The library is located there, accessing the library won’t be the issue, during the day the corruption is at bay. The problem will be finding the book inside of it without succumbing to the magic.

Read this:

“The book in question is the ancestral lore book of the giants. It is heavily guarded by the library’s magical protection. It is our best shot at understanding how to stop the corruption.”

She has no idea on how to bypass the magical barrier, as all who tried died in a spectacular deflagration of magic, so they sealed the door and never touched it again.

The ancient library is located only a few miles away from the village, but it is better if the heroes decide to spend the night, and leave at day break, to avoid catching the Corruption by night. If the heroes don’t suggest this themselves, she will offer the idea.



## CHAPTER 3: THE VILLAGE

The heroes can spend the rest of the day exploring the village.

Read this:

As you exit the main hut you finally catch a break to look around you. The village surrounding you is mostly composed of ruined buildings upon which many tents and drapes have been extended. An heavy air covers the place, as you reckon most are aware of their dire circumstances. The wave of corruption crashes endlessly against the barrier of light, not breaking through, not making a sound, like a dark and silent waterfall surrounding the location. A few children look curiously at you, they probably never saw any other race than dragonborns in their life. The adults look at you with a mixture of hope and sadness.

The village is populated by a NPCs, a few of them are detailed below, feel free to add fewer or more of them depending on your player's preference.

### Potion Maker

The only merchant in town, an older dragonborn female, silver skin. She has 6 greater healing potions on her. She doesn't want gold in exchange for them, but things that can help the wounded or help the villagers in general. If the characters explain that they want to save the village they will have advantage on Persuasion checks related to bartering with her.

### Farmer

A gold dragonborn, very soberly dressed, he has many scars over his very imposing body. At first glance he would seem more akin to a barbarian than a farmer. He's one of the last living farmers. Farming is now extremely dangerous because of the corruption, it requires constant vigilance over the shadows falling, and the crystals growing. The only fertile ground is outside the forbiddance spell, and even with his best efforts the food is getting scarce. A DC 13 Wisdom (Insight) check will reveal that his posture indicates that he was likely a warrior before becoming a former.

### Yuuz's Children

If Yuuz is alive he'll be playing with his children. If he's dead they'll be find bundled together and crying. They are two little boys, twins by their appearance, shy, they avoid talking to the characters too much. They are called Ivory and Ebony. They were friends with the children that vanished in the temple. If questioned about them, they'll explain that they were surprised the other children went there, because they were all terrified of the place, and knew about the danger.

End of Part 2



# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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Covert art from Liu zishan.

Maps Created by [Ori the Cartographer](#)

Stay tuned for the full release of The New Land !

Cheers !

**IF YOU ENJOYED THIS ADVENTURE, YOU CAN JOIN US ON [PATREON](#) TO ACCESS EVEN MORE ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !**

**A MASSIVE THANK YOU TO ALL MY PATRONS !**

