



MONKEYDM

NEW LEASE ON LIFE

5TH EDITION ADVENTURE

A FIGHT AGAINST DEATH TO BRING BACK THE SOULS OF THE WRONGLY DEPARTED

MonkeyDM

New Lease On Life

AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 5 AND 10 CHARACTERS, FOR USE WITH THE 5TH EDITION RULESET.



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Important Note

New Lease On Life is an oddity amongst adventures, as it requires your party to have 2 separate sheets, one of the 5th and one of the 10th level, both for the same character. This might seem like a weird request to place upon your players, but it plays into the narrative of the adventure, making it truly one of a kind. In addition, make sure to talk with your party about trust. It's highly likely that the adventure's first chapter will make them panic, so ensure that doesn't happen by telling them to trust you.

Background

There are few inns as welcoming as the Forks & Spoons. Due to the deliciousness of the food, the roadside placement and the incredibly kind owners, the tavern has become the most visited places in all of the Aonian Republic. People from all around the world treat the inn not as a stopping point, but as an attraction in it of itself, often spending days just resting in the inn that rests calmly and silently upon a hill.

However, due to this popularity, it has also become the target of bandits. Led by the evil bandit lord Lycian Samadaul, the local bandit gangs have started putting pressure on the owners, the humble Softheart family, to pay them protectionism or offer free expenses. The authorities, paid off by Samadaul, have turned a blind eye.

As such, the only way to safety the tavernkeepers have found was to hire the services of an adventuring group known as the Chaos Crew. These adventurers took care of the bandit threat by killing Samadul's brother. Since then, the bandit threat has all but disappeared, with only a few gang members still showing up, but doing so with their heads bowed and their tabs paid. Unbeknownst to the tavernkeepers... this is only a distraction.

Plot Hooks

The party is calmly enjoying a night at the inn. They are but humble adventurers, who have only now returned from a harsh task. They are drained of power and energy. Then... A tragedy occurs.

Chapter 1. Out of Nowhere

In which the party is ambushed.

Chapter 1.1. Rest Well Earned

Read this:

'You step into the Forks & Spoons Inn limping. Your backs ache, your feet are sore and your bodies are bruised, but one thing's for sure: your will is not broken. You sure showed those Basilisks! You even have the head of one of the beasts to prove you did it! And so you walk in and are greeted by the familiar smell of pies and the warm smile of Bonnie Softheart, the gray-haired tavernkeep. She smirks at you, pointing you to your table. "Sit down, you look roughed up! I assume the bloody things are dealt with, eh? I'll tell Gauman to bake a fresh pie just for your lot. We'll deal with the bounty by the night's end, eh?" And so, with a smile, Bonnie ducks into the kitchen and you are left at the table, looking at each other. What a day it has been!'

GM NOTE:

First things first, you'll need to establish the party's power. Have them all set themselves at $\frac{1}{5}$ of their maximum hit points and have them expend $\frac{2}{3}$ (rounded down) of their features that have multiple uses and spell slots. In case of 1/long rest features, they are expended. Features that are 1/short rest are kept. This is to get across the idea that they are exhausted after a day of intense questing.

If you are playing this adventure as a one-shot, this is the perfect time for the party to introduce themselves to each other. Allow each player to describe their look, their abilities and their overall demeanor. If you're playing this adventure as part of an on-going campaign, you may skip this step and proceed normally.

With the party sitting down drained at the table, allow them a few moments to talk amongst each other. This should help usher in party chemistry. At any point, the party may make a **DC 14 Wisdom (Perception) check** to look around in the tavern. They'll realize that the atmosphere looks normal, except for two tables where three people seem to be looking around, drinks in front of them, but not drinking at all. Upon seeing them, any party member can make a **DC 16 Wisdom (Insight) or Wisdom (Survival) check** to better observe them. They'll notice they are paying attention to the windows and both groups are close to the clothing racks, making it easier to get to their weapons.

If the party approaches these groups, they'll be cagey and unresponsive, telling them they're merely tired traders. Any **Wisdom (Insight) check of 15 or higher** will reveal they are being dishonest. Once the party threatens them, proceed directly to chapter 2. If they leave them be, continue normally.

After a few minutes of waiting around, the party will be approached by Bonnie Softheart once again.

BONNIE SOFHEART

Information: A human woman with blonde hair, slowly going gray, wearing a simple, yet beautiful dress. She walks with a light step and always keeps a gentle smile on her face. She gives off the best type of mom energy.

She'll hand them a contract to write up and a bag of money, as payment for the basilisk slaying. Inside, there is 700 gold.

GM NOTE:

During this interaction, try to get across how sweet and warm Bonnie is. She should be as much of a doll as humanly possible, endearing the party to her before trouble comes and ruins it all.

Once the party has had a short chat with Bonnie and they've signed the contract, you may proceed to the next chapter.

Chapter 1.2. The Massacre

As the party has their chat with Bonnie, any party member with a **passive Perception of 14 or higher** will notice a few noises from outside. If they look outside the windows, they'll notice someone placing bars on the windows, before ducking. Then, the door will smash open.

Read this:

'With no prior warning, you hear a large thud. The inn's door smashes open and in walk six or so figures. You freeze. In the middle of them all, an older gentleman with a wide-brimmed hat and a sword in hand. He grins, showing off his gold and silver teeth. You watch the expression on the kindly Bonnie shift instantly, turning a lot grimmer. She backs off, running towards the kitchen, when you hear the old man begin to shout. "I told you I'd come back, didn't I? You took my boy... Now I'll pay you back in kind. Get them, boys!" And so, the inn gets flooded with bandits. The few men you noticed sitting down next to the doors and windows pull out hidden daggers and begin assaulting the various patrons. If you don't intervene, this will turn into a bloodbath.'

Bring the party to map 1. Their table is area 1. The other areas are not needed in this chapter. The door outside the inn is blocked and the other patrons are slowly getting slaughtered. They must fight Samadaul (**bandit captain**), **2 thugs** and **12 bandits**. Samadaul will stay in the back and avoid fighting them, instead sending the bandits and thugs to protect him. This encounter should prove deadly to them, as

they're drained of resources. This is part of the design. Slowly but surely, have them all be knocked unconscious and killed by the bandits.

Throughout the battle, some additional bandits will also shoot crossbows through the windows. Choose 2 party members at random. At initiative 20, they will be attacked with 2 light crossbow attacks, as per the Bandit stat block.

GM NOTE:

If the party is strong enough, there is a chance they will be able to take down a significant number of bandits. If they do so, simply add more and more bandits to the encounter, until each party member is overwhelmed and defeated. In order for the adventure to continue normally, the party must die in this encounter, so add as many enemies as needed.

Once all party members are making death saving throws, proceed to the next chapter.

Chapter 1.3. The Final Glance

Read this:

'Slowly but surely, all of you fade in and out of consciousness. In the final moments of your life, your mind begins to race. Is this your fate? To die as a nameless nobody, at the hands of bandits, in an inn? You stare at the ugly man, laughing and smiling in between the pools of blood that are his doing. So many innocents... dead. Your eyes move to the back of the inn, where you see Bonnie's husband, a goliath man, trying to fight off the many assailants and failing. This is your fate. You are dying. And as your eyes shut for a final time, you hear a flap of wings coming out of nowhere. A feeling of calm overtakes you. Then, you feel lifted... And your eyes close. Death has come upon you. Peace, at last.'

The party is now entirely dead. Ask them for the memories that flash in front of their eyes. Ask them for their regrets and their accomplishments. Make it seem as if their characters have died. Then, proceed to the next chapter.

Chapter 2. The Hall of the Worthy

In which the party has their life weighed.

Chapter 2.1. Dead... Unless?

GM NOTE: During this chapter, the party should use their 10th level character sheets for the same characters. The reasoning behind this is that their souls are much stronger than their bodies. As such, they can use abilities that their bodies might not be able to.

Read this:

'The sweet embrace of death and nothingness. Peace. Completeness. Then, shock! Panic! You're awake! You're alive! HOW? AND WHY? And where are you? What is all of this? You wake inside a wooden hut, all of you dressed in nothing but a long white hemp garb. Your wounds are closed and washed. There are enough beds for all of you and all of you are underneath light blue blankets. The walls are adorned with shields and blades, horns and emblems, flags and rugs with paintings on them. What is this place? You look at each other, only to find you have no gear. And you are as confused as they come.'

Give the party a few moments to discuss with each other. They might realize they are dead, but they could also speculate they are not. If they'll look throughout the hut, they won't find anything but a large wooden door, which cannot be opened in any way.

They can also make **DC 16 Intelligence (Investigation) checks** to further inspect the many ornaments on the walls. They'll realize that all the paintings seem to recount their own adventures. They can make **DC 16 Intelligence (Religion) checks** to look at the weapons and shields, which all have a Norse motif to them, signifying this location might be linked to the Bjorngardian (a region in the world where the Forks & Spoons is) mythos.

Once they've spent a few minutes talking amongst themselves, the door will open and inside will walk Asoth, Guide of the Damned.

ASOTH, GUIDE OF THE DAMNED

Information: Asoth is a gray-skinned human, whose face looks stern and lifeless. He has a few dark black tattoos across his skin, signifying he was once goliath, but that was a long time ago. Despite his looks, he is quite empathetic to the struggles of humanity, as he was once human too. He will be the party's guide throughout this chapter.

Asoth will introduce himself as the Guide of the Damned, a celestial whose purpose is welcoming the souls of those who died in the most unjust of means. He'll explain to the party that they find themselves in the afterlife, where they were

brought by a Valkyrie by the name of Vara. This same Valkyrie has now requested they be brought before the Queen of Valkyries, so that she judges them. When Asoth asked Vara why they needed to be judged, she told him it was to save them. With that being said, Asoth will ask the party to join him.

Together with Asoth, the party will exit the hut and find themselves beneath a clouded sky. They seem to be on a mountain, and yet all they see in the distance is the dark night sky. Asoth will guide them aboard a few small rowboats, which will magically begin moving down a stream.

Proceed to the next chapter.

Chapter 2.2. Judgement

Read this:

'You sit down in the rowboats for a good few minutes, as they guide you downstream. You look around you and find a few small wooden ports, which lead to plateaus of stone, on all of which are a collection of humans and angels, leaving no more doubt that this is the afterlife. All around, tables filled with food, fields of endless hunt, all the signs of a perfect endlessness, but you are not stopping at any of these. The stream continues to carry you downward, until you finally reach a large platform. In the distance, you hear the impassioned shouts of a female.'

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MAP 1



“How can we let this happen? To what use do we have control over life and death, if we never use it? This is injustice of the highest form, Grand Arbiter.” You get off the rowboat and walk further with Asoth, until you reach the sight of this heated discussion: a large wooden throne, where an old, one-eyed man rests, joined by two Valkyries. A third valkyrie, younger and smaller, seems to be the one shouting.’

The party arrives at the Seat of the Grand Arbiter (map 2). They arrive at area 1, while the Grand Arbiter himself is at area 2. He is joined by Moira and Megora, two valkyries. In front of them is Vara, the valkyrie who brought the party to the afterlife.

VARA

Information: The young valkyrie has just ascended and been allowed to bring the soul of the dead to the afterlife. On one of her first quests, she brought the party, after their death in the tavern. Seeing the carnage, she was deeply moved and is now trying to argue for the party to be brought back to life to change history.

As the party arrives, the Grand Arbiter will ask each of them to introduce themselves. Once all of them have done so, he will present to them Vara’s case: that they be brought back to the moment before their death, to fight back the bandits and change history. He will then ask them to argue their case. Throughout this discussion, Moira and Megora will remain silent, yet give angry glances.

The party needs to make 2 successful **DC 18 Charisma (Persuasion) checks**. Give disadvantage or advantage as you see fit, based on the party’s arguments. The Grand Arbiter, though cold and unempathetic, is closely interested in the concept of duty, so, if the party mentions anything regarding oaths or promises they had yet to accomplish, they will more easily gain his favor. They can find this out by making a **DC 16 Wisdom (Insight), Intelligence (History) or Intelligence (Religion) check**.

If they fail one or more of the checks, the Grand Arbiter will be more reticent, yet accept to give them a shot at redemption.

Read this:

‘The Grand Arbiter bows his head, before making a small gesture. “Though you’ve not fully convinced me, I can’t help but feel... sympathy. So, how about a challenge? You shall fight the Judges of the Worthy, my two daughters, Moira and Megora! If you fail... you’ll be sent to the afterlife forever. If you succeed, you may return to earth and change your fate, if you so choose. Does this suit you?” The old man smiles underneath his beard, awaiting your answer.’

After the party agrees to the conditions, they have to fight Moira (**manascourge valkyrie**) and Megora (**shadowchain valkyrie**). After they defeat the sisters, proceed to the next

chapter.

If they succeed both checks, the Grand Arbiter will agree to return them to earth, but under one condition. Read this:

‘As you speak, the Grand Arbiter raises his palm, asking for silence. He moves his hand in his beard, before finally lifting his gaze to you. “Very well. You’ll be brought back to change your fate. But... Before you go, I want to test your mettle. Place your hand within Fires of Courage, if you will. After that... We’ll see what you’re made of!” He smirks, looking back at the two valkyries who are by his side.’

The party can now place their hands within the Fires of Courage (area 3). When they do so, inform them they may wish for any magical item that is very rare or lower in rarity. The item will instantly appear in their hand and attune to them. After gaining the item of their choice, they will have to battle Moira (**manascourge valkyrie**) and Megora (**shadowchain valkyrie**). After they defeat the sisters, proceed to the next chapter.

Chapter 2.3. Return to Life

Read this:

‘As you defeat the second of the valkyries, you take in a deep and exhausted breath. You’ve done it. You drop to your knees, looking at the Grand Arbiter, whose stern look flashes a brief smile. “You truly are worthy.” In the corner, you notice Vara, the valkyrie who brought you here, whose grin cannot be contained. She is overjoyed. The Grand Arbiter speaks once more. “Not often do I change the flow of fate, but this one time... I cannot let a massacre such as this one happen. Return to life, heroes! I’ll have your souls join the Halls of the Worthy, but not just yet!” And so, he waves you away. You feel a strong feeling of exhaustion and suddenly... Your eyes closed. When you open them again, you’re not where you used to be.’

Bring the party back to map 1. They are now once again level 5, but they have all their resources, as if they never fought the basilisk. Despite that, they still have the basilisk’s head with them. They are right outside the inn, which they may enter once more. When they do, proceed to the next chapter.

Chapter 3. Save Your Day

In which the party prevents a disaster.

Chapter 3.1. Prevention

As the party arrives, they will be greeted by a complete replica of what they saw previously, but this time, they can change it. They can freely explore the inn, in order to prepare it for the attack. Once the party has prepared all they want to, proceed to the next chapter.

AREAS OF THE FORKS & SPOONS INN

1 - PARTY'S TABLE

This is the party's table in the first chapter.

2 - SHADY BANDITS

These are the tables where the party sees **3 bandits** in disguise. The party can attempt to trick them into leaving by making a **DC 14 Charisma (Persuasion) or (Deception) check**, telling them Samadaul called off the plan. They can also try to intimidate them into leaving with a **DC 16 Charisma (Intimidation) check**. Alternatively, they can try to fight these two groups of **3 bandits** now, halving the number of bandits in the next chapter's encounter.

3 - BONNIE

The party can approach Bonnie and tell her of the attack beforehand. In order to convince her, they must make a **DC 14 Charisma (Persuasion) check**. If convinced, she'll tell all the patrons to leave and hide her family, thus saving everyone. She'll also hand the party *2 potions of healing*.

4 - WINDOWS

The party can close the window's wooden blinders, thus blocking any crossbow attacks from the outside. This will remove the crossbow attacks from the earlier encounter.

Once the party has explored all areas or feels they are ready, proceed to the next chapter.

Chapter 3.2. Rearranged

Read this:

'You prepare yourself for the battle... and it is a battle you are met with. The door opens wide, with Samadaul leading the charge. And yet, when he sees you waiting for him, his smile fades away. Clearly, he was not expecting this.'

The party now fights Samadaul (**bandit captain**), his **2 thugs** and **6-12 bandits**. Once the party defeats all of them, proceed to the next chapter.

Chapter 3.3. The End

Read this:

'With your resources filled, you make quick work of the bandit captain and his gang. The Forks & Spoons Inn is saved and you reign supreme, knowing the Hall of the Worthy awaits you...'

but the god of death said it best: not today. Joy overtakes you. Your fate was much better than expected.'

The End.

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MAP 2



Appendix: Monsters

SHADOWCHAIN VALKYRIE

Large celestial, neutral evil

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	11 (+0)	17 (+3)	20 (+5)

Saving Throws Dex +6, Wis +6, Cha +8

Skills Insight +6, Perception +6

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, radiant

Senses darkvision 200 ft., truesight 50 ft., passive Perception 16

Languages Celestial, Common

Challenge 8 (3,900 XP)

Innate Spellcasting. The shadowchain valkyrie's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *guidance*, *light*, *spare the dying*
3/day each: *guiding bolt* (3rd level), *cure wounds* (3rd level), *fear*
1/day each: *plane shift* (*itself only*)

Valkyrie's Insight. The valkyrie knows if it hears a lie.

Valkyrie Weapons. The shadowchain valkyrie's weapon attacks are magical. When the shadowchain valkyrie hits with any weapon, the weapon deals an extra 3d10 necrotic damage (included in the attack).

ACTIONS

Multiattack. The shadowchain valkyrie makes two attacks using any combination of its dark binding or shadowchain greatsword.

Dark Binding. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 15 (3d6 + 5) necrotic damage. The valkyrie's shadowchains bind around the target. It must make a DC 16 Strength saving throw or become restrained until the end of its next turn. If the target failed their saving throw, the valkyrie may choose to pull them 15 feet closer to it.

Shadowchain Greatsword. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 16 (3d10) necrotic damage. The necrotic damage is doubled against creatures who are chained by the valkyrie's Shackle the Unworthy or Dark Binding abilities.

Shackle the Unworthy (Recharge 6). The shadowchain valkyrie sends out chains at all creatures it chooses within 60 feet of it. All creatures must make a DC 16 Dexterity save. Each creature who fails the saving throw takes 21 (6d6) necrotic damage and is restrained for 1 minute. To break the chains, a creature must use its action to make a DC 16 Strength saving throw, breaking them on a success.

REACTIONS

Disruptive Chains. When a creature within 60 feet makes an attack roll against a creature, but before rolling the die, the shadowchain valkyrie releases shadowy chains to stop the attack. The attacking creature must make a DC 16 Strength saving throw. On a failure, the creature takes 11 (3d6) necrotic damage and is restrained until the start of its next turn. On a success, the creature takes half damage and is not restrained.

MANASCOURGE VALKYRIE

Large celestial, neutral evil

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	12 (+1)	13 (+1)	20 (+5)	16 (+3)

Saving Throws Dex +7, Wis +8, Cha +6

Skills Arcana +4, Insight +8, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, radiant

Senses darkvision 200 ft., truesight 50 ft., passive Perception 18

Languages Celestial, Common

Challenge 8 (3,900 XP)

Innate Spellcasting. The manascourge valkyrie's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *magic missile* (2nd level), *spare the dying* 3/day each; *guiding bolt* (3rd level), *magic circle*, *slow* 1/day each; *plane shift (itself only)*, *resilient sphere*

Magic Resistance. The manascourge valkyrie has advantage on saving throws against spells and other magical effects.

Valkyrie's Insight. The manascourge valkyrie knows if it hears a lie.

Valkyrie Weapons. The manascourge valkyrie's weapon attacks are magical. When the manascourge valkyrie hits with any weapon, the weapon deals an extra 2d8 force damage (included in the attack).

Magic Sense. The manascourge valkyrie can sense any magical items, effects and spellcasters within 500 feet of it.

ACTIONS

Multiattack. The manascourge valkyrie makes two attacks its spell drain blade. It can replace one of its attacks with its valorous imprisonment.

Spell Drain Blade. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 4) slashing damage and 9 (2d8) force damage. The manascourge valkyrie can choose to cast *dispel magic* as part of making an attack with the blade. If it successfully dispels any magical effect, the attack deals an additional 9 (2d8) force damage.

Manascourge Zone (Recharge 6). The manascourge valkyrie chooses a point within 300 feet. A 15-foot radius, 60-foot tall cylinder originating from that point now becomes a manascourge zone for 1 minute or until dispelled. All magical items lose their properties within the area, all spells are instantly dispelled. When a creature enters the spell's area for the first time on a turn or starts its turn there, if it has the Spellcasting or Pact Magic feature, it must make a DC 16 Charisma saving throw. On a failure, they must expend their highest level of spell slot. Celestials are not affected by this area.

Valorous Imprisonment. The manascourge valkyrie chooses a creature who can cast spells within 120 feet. The creature must make a DC 16 Charisma save. On a failure, the creature loses one of its highest level spell slots, as the magic emerges from their body. Until the end of the manascourge valkyrie's next turn, they cannot cast spells or use magic items.

REACTIONS

Manascourge Counter. When a creature within 60 feet casts a spell, the manascourge valkyrie can use its reaction to force the creature to make a DC 16 Charisma saving throw. If they fail, the target's spell fails.

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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AND NOW ONTO THE NEXT PROJECT...

CHEERS !

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A MASSIVE THANK YOU TO ALL MY PATRONS!

