



 **MONKEYDM**

THE NEW LAND

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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THE NEW LAND



Plot Hook:

The heroes herald from the land of Bricia (or whatever land your world has). Back home a war that has lasted for centuries is raging, it shattered the continent. The violent abuse of magic of weapons has destroyed the lands, rendering most of them sterile. Starvation, pain and death is the only future that await the Brician folks. Yet all is not grim, a glimmer of hope remains still.

The main government has secretly financed expeditions, in the hopes of finding new land upon which the populace could survive. One such expedition was a success, uncharted territory was discovered, but not yet explored. The heroes have been selected to explore that land, they are old war heroes, retired soldiers, or hopeful souls. No matter their background, they have one thing in common, the fate of their kin rests on their shoulders.

PART 1:

THE CORRUPTED LAND

1. BUDDING EXPLORERS

In which the party discovers the new land and sets foot on it.

CHAPTER 1.1. SETTING FOOT

The adventurers get to the new land, their ship captain and crew makes conversation with them, getting everyone familiar with what's up in that land. The captain is the one who found it. They are all extremely friendly and hopeful. They aren't the fighting type though.

Captain Goliur:

An older elf, rocking the full captain's attire, from boots to hat. He's a hardened sea dog, and has seen many battles in his days. He's showing tough love to the heroes and his crew, as he knows how much this mission represents.

Crew:

The crew is formed of a mix between human, elves and dragonborns. They all leave the heroes alone, not wanting to get in the way of their preparations. Most of them have families back home, which they dearly miss. They know the importance of the mission, and will try to help to the best of their abilities.

As the ship comes closer, describe the island, read the following:

"What you see in front of you is a massive circular island. A mountain atop it, as a crown apposed on a giant's head. The beach seems to be made of white sand, forest festering at the foot of the rock formation. The mountain itself is entirely made of smooth stone, set at a 90° angle against the jungle, and rises for hundreds of feet, impossible to say what's beyond it"

Once arrived the ship will dock roughly one mile away from the island. They take row boats until they get to land. The ocean floor is quite high up and they can't come closer with the main ship. They will drop the heroes and row back towards the ship. The sailors will give a scroll of *skywrite* beforehand to make sure that they can communicate once the zone has been established as safe, so that the sailors can dock the ship.

Read this:

"As you set foot on the island, dawn barely starts to break. The sailors wave goodbye before rowing back to their ship. The first thing you notice is that what you at first thought to be white sand is in fact snow. Despite the exotic location, this side of the island is quite cold. You reckon that the northern orientation and the shadow caused by the mountain in the center probably caused the snow to remain despite the beginning of spring."

CHAPTER 1.2. A PECULIAR ISLAND

A **DC 15 Wisdom (Perception) check** will indicate that only the beach seems to be covered in snow, whereas the inside of the island where the forest starts is still green and lush, although a few spots of snow remain, one thing stands out, many claw marks are found everywhere, carved in rocks, woods and more. A **DC 20 (Wisdom) Survival check** allows the players to find a trail deeper in the forest, that seems man made. Many ominous claw marks can be found along that path.

On a failure they wander around for a few hours to realise that the mountain encircling the island seems to be impossible to climb from that side, as everywhere it seems there is at least 500 feet of perfectly smooth stone from the ground up. If they attempt to climb, the mountain will grow spikes that shove the players off. A player seeing this can make an **Intelligence (Nature) check, on a 18 or higher**, they'll realise that it seemed more like living roots than mountain rock. They can find the trail after a few hours.

A player that succeeds **DC 20 Intelligence (Arcana) check** will understand that magic seems to be altered, a **25 or higher** on this check will reveal that teleportation spells of level 5 or higher don't work. If your players try to fly above the mountain, they will realise quickly that something is amiss. All the area above 400 feet from the sea level above the island is affected by powerful anti-magic (as per the *anti-magic field* spell), canceling all spells, this effect cannot be dispelled, for example by means such as a *dispel magic* spell.

Read this (On a 20 or higher):

"The thin veil of magic that you always perceive around you seems to be altered, the very nature of magic is repelled by something in the air, which can't quite put your hands on."

The also realise that path through the mountain is the only way through.

If the party asks the critters and wildlife about the safety of the place, the creatures will explain that it's safe during the day, but scary monsters come out at night, as shown by the various claw marks that can be found everywhere throughout the land.

2. THE MOUNTAIN PASS

In this chapter the party starts exploring the island, checking it's safety

CHAPTER 2.1 THE CRYSTAL COVE

The players will discover an abandoned camp, and some tragic implications.

AREAS OF THE MOUNTAIN PASS

1 - TRAIL

Following this trail leads to a tunnel that crosses the mountains, this tunnel takes about 10 minutes to cross.

2 - FALLEN DRAGONBORN TEMPLE

This structure seems to be old and decrepit, a DC 14 Intelligence (Investigation) reveals that it is at least 500 years old. In the water, there is a skeleton, that belongs to a male dragonborn, around his neck, a *necklace of fireballs* with 5 beads. There is no clear indication to which god this temple was built. A **DC 10 Wisdom (Medecine) check** reveals that the body seems to be dead for over a century.

3 - CRYSTALS

This bridge is covered by a **corrupted crystal** on each side, as well as the tunnel.

MAP CREATED BY [ORI THE CARTOGRAPHER](#)

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MAP 1: MOUNTAIN PASS



MECHANICS OF THE CRYSTALS

As present in Area 3 on Map 1.

CORRUPTED CRYSTAL

Medium object, unaligned

Armor Class 15

Hit Points 25 (3d8 + 12)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities all but radiant damage
Challenge -

Devouring energy. Creatures within 10 feet of the crystal cannot regain hit points by any mean, if they are the target of a healing spell or effect the crystal regains hit points instead.

Pulsing Corruption. Creatures who begin their turn within 10 feet of the crystal or enter the radius for the first time on their turn must succeed a DC 17 Constitution Saving throw or take 3d8 points of necrotic damage and gain a level of exhaustion, and the crystal summons **2 shards of corruption**. They take half as much damage on a success and don't gain a level of exhaustion, but the crystal **summons 1 shards of corruption**.

Sunlight Weakness. While a corrupted crystal is in direct sunlight, its Devouring Energy and Pulsing Corruption abilities are inactivated. If no heart of corruption is present within 1 mile while it is in sunlight, it shatters.

After being drained of life once, a player can make a **DC 13 Intelligence (Arcana) check**, on a success they understand that the crystal summons enemies using their life.

A Shard of Corruption



SHARD OF CORRUPTION

Small monstrosity, chaotic evil

Armor Class 15

Hit Points 45 (7d6 + 21)

Speed 40 ft, climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Devour Hope. If the Shard of Corruption is within 5 feet of another Shard of Corruption, the damage it deals also reduces the target's hit point maximum by an amount equal to the necrotic damage dealt. This effect lasts until the creature takes a short or long rest.

Night Terror. The Shard of Corruption can only appear in darkness or dim light, and exposure to the sunlight banishes it to the closest heart of corruption until the next night. If no heart of corruption is present within 1 mile, it vanishes forever.

Spawn of Corruption. As long as the heart of corruption lives, if the Shard of Corruption is killed, it will come back to life the next night, reappearing next to the heart of corruption. It has a 10% chance to reappear and spawn another Shard of Corruption

Actions

Multiattack. The Shard of Corruption makes two attacks: one with its bite and one with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage.

If the players are overwhelmed and choose to run away (because the druid decides to summon 20 wolves next to the crystals, causing 30 shards of corruption to spawn, example that happened during a playtest of this adventure...) The shards will chase the players

4 - ROW BOAT

Read this:

A most horrendous sight greets you. Inside the boat you find the skeleton of a mother, holding on dearly to her child. Both only skeleton remains, frozen in time.

Inside the boat are 2 corpses, one is a female dragonborn, or at least her skeleton, and in her arms, another skeleton, much smaller. No flesh is left on their bones, despite their position. A **DC 10 Wisdom (Medicine) check** will reveal that it is highly unlikely that it was a natural death.

Another **DC 10 Wisdom (Medicine) check** reveals that the body seems to be dead for over a century as well. Which is odd considering the position of the bodies.

5 - ABANDONED SHACKS

The inside of the tents looks to be abandoned for a long time, inside a pouch with 42 sp can be found. There is an open diary on one of the tables. Inside the players can find the following written:

- Day 1:

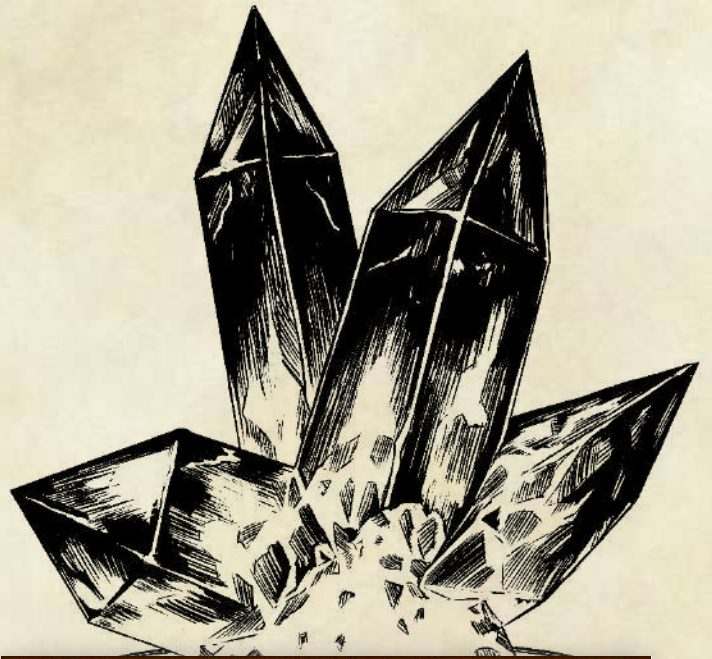
Finally we found the promised land ! After days wandering the open sea, I finally feel relieved, my wife was definitely not enjoying the prolonged trip. Although I hope this is the right island. I still haven't found any trace of fellow dragonborns, but perhaps they are deeper inside the land. For the time being we've settled here next to this temple. It is a ruin, but the river that is here should give us enough to drink and grow crops. A new life for us, away from all the conflict of the main land. Even if it's only Rayni and I on this island, it's not the worse fate that there is.

- Day 7:

We installed the tents, started to put our belongings together, I spend my days helping rayni in the field, it's so peaceful, such a nice change, to be away from the war. Still no sign of anyone else on this island. This might not be the dragonborn island i was told about. It doesn't really matter, the boat is crashed anyway, and I really don't feel like building a new one. Life here is fine.

- Day 31:

We are truly getting settled in now, life comes and goes, the air is clean, the water fresh, we have a full belly, I really couldn't be happier.



- Day 62:

Rayni is pregnant !!!! Life is truly wonderful, I'm so happy we decided to move, even if it's only the two of us. Looks like we're adding a new member to the team.

- Day 245:

Rayni pregnancy is going fine, i don't want her to exercise too much, even though she insists to do so. I've stocked up on game and vegetables, we should have enough for multiple winters, but we can never be too careful. I don't want anything to happen to them. Unrelated, some pretty crystal have started growing near the river, don't know what they are exactly, but they weren't there yesterday, or maybe they've been there all along, I don't know.

- Day 323:

The little Zozir is born, he's the most beautiful thing I've ever seen, the delivery was painful for rayni, but she's fine now, she seems to be recovering just fine. Time to work even harder on those fields then, make sure my little family is fine.

The crystals near the river keep on growing, I tried to harvest them, but my pickaxe only broke against them, they are quite peculiar, rayni finds them quite pretty, which is a good thing.

- Day 328:

Today the unexpected happened, we met other dragonborns ! A small group came out of the tunnel, we invited them in for food and drinks. They told us about a whole village of them inside the mountains. They don't usually venture out, which is why we didn't meet sooner. That's great news, little zozir will have friends to play with. They said they'll come back tomorrow to pick us up and help move our belongings. Exciting news ! It's a shame that we will leave those crystals behind, rayni is quite fond of them, especially now, they seem to glow dimly at night, it makes for a really peaceful atmosphere.

CHAPTER 2.2. FOREST'S ENTRANCE

As they venture deeper in the forest, they'll see that it's a vast array of lush greenery.

AREAS OF THE FOREST'S ENTRANCE

1- HYDRA'S POND

A **hydra** is resting at the bottom of the pond, and will attack as soon as the players emerge from the pass.

2- CORRUPTED HYDRA'S POND

A **corrupted hydra** is resting at the bottom of the pond, and will attack as soon as the players emerge from the pass. If you have 6 players add 2-3 **shards of corruption**.

During the fight against the hydras, players with a **passive perception above 16** will notice from the corner of their eyes something flying at high speed. They barely see a blur of a massive shape, flying at high speed 500 feet above them, above the mountains. It's flying towards the ship.

A **DC 18 (Intelligence) Nature** check will reveal that something is off, not only about the corruption but also about the Hydras themselves. They shouldn't be located in such an environment, they usually dwell in marshes, but what surround the players right now is dense lush jungle.

3- BAG CONTAINING SOME EXPLORER'S GEAR

The body is only a mere skeleton, plant life has started to grow around it almost swallowing it. A **DC 16 Wisdom (Perception) check** is required to see the body. Inside the bag players can find 3 scrolls of produce food and water and *nature's veil*

NATURE'S VEIL

Rare, Cloak

This cloak is made of thin branches woven together in a surprisingly soft tissue.

Once per day, as a reaction to being targeted by an attack roll or being forced to make a saving throw, you can pull the cloak in front of you. A bubble of branches and leaves wraps around you and protects you, halving the damage caused by the triggering effect (excepting fire damage).

4 - FOREST ENTRANCE

This is the entrance to the forest the will eventually lead the players to the Dragonborn's village. Yuuz (the pair of eyes) is hiding there and watching the actions of the players.

A **DC 17 Wisdom (Survival) check** will indicate that the forest seems to be corrupted, (A ranger automatically succeeds this check) as some dark necrotised leaves are all around.

Read this

"As you look around, what you saw at first glance being green and lush vegetation reveals itself to be... twisted. Upon closer inspection you can see that tendrils of darkness run through every leaves and trees, as if a putrid blood was running through them. This gives it a deep dark green aspect, which you realise now is not natural. The same corruption seems to have taken a hold of the hydras you just slain. "

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MAP 2: FOREST'S ENTRANCE



CHAPTER 2.3. ILL OMEN

5 minutes after the fight is over read this:

"The earth quakes beneath your feet, as you hear the rumbling of thunder echo throughout the island. You watch the sky darken for a moment, before lightning strikes through. BOOOOMMMM. the massive explosion rings in your ears. In a moment of panic, you realise that the sound came from where your ship is located, a feeling of unease grips your heart."

If the players choose to get back to the ship they will see hammers of storm coming down from the sky, and decimating the ship. With a **DC 20 Wisdom (Perception) check**, they will see 1 roc flying above the ship, with a **** DC 25 Wisdom (Perception) check****, they will see a giant riding the roc, wielding a lightning infused glaive. The giant will then fly back towards the island.

After sifting through the debris, it's clear that there are no survivors left, and only corpses are floating.

If the players attempt to fight them, the **Nameless King** and **King's Mount** will ignore them and fly away.

CLIFFHANGER:

Regardless of whether or not the players went after the ship, fought the king or simply stayed put, they will feel a pair of eyes watching them, as the session ends.



THANK YOU !

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

Art page 6 Dean spencer, used with permission
Rest of the art CCO.

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 !