



 **MONKEYDM**

THE NEW LAND

5TH EDITION MODULE

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

MONKEYDM

THE NEW LAND, PT.4

THE NEW LAND IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 11-13 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PART 4: DESCENT IN THE TIMELESS RUINS

With the Nameless King Defeated, the heroes now set their sight on the timeless temple, dead set on ending the reign of the Corruption once and for all.

CHAPTER 1. THE FINAL PUSH

Where the heroes try to find shelter for the night before pushing towards the final battle.

1.1 AMONG THE REMAINS

Read this:

"As you stand above the body of the defeated Nameless King, the crucible glows with power. You notice around you that night is starting to set in, and you know what this means. You need shelter, or else."

Players can make a **DC 15 (Wisdom) Perception check**, on a success they'll notice that the outline of the battlefield on which they fought is glowing slightly. A **DC 15 (Intelligence) Investigation check**, or a *detect magic* will reveal that the area is basking in a *forbiddance* spell.

Your players may also find other creative solutions to hide away from the corruption during the night. It must be noted that solutions such as *magnificent mansion* could potentially work, otherwise high ground is required.

During the night, read this:

"As you expected it, with the fall of the night, comes the rise of the Corruption. As silent waves of monsters come crashing down upon you. The protection you found is adequate as none of them seem to be able to reach you. After an hour or so, they shift their attention away from you, as if they smelled a new prey."

1.2. MINIONS OF CHAOS.

Here GM, you have two options that you can take. Either "the village is destroyed" option, in which the corruption finally managed to break through the barrier surrounding the dragonborn village, and caused the city to be destroyed, leaving few survivors behind.

Alternatively, the Scarred Village option, where the barrier could still be held up, simply showing signs of tear, prompting the heroes to hurry up. This is the path that will be more detailed. Here are a few notes if you choose to take the other path.

1.2.1. VILLAGE IS DESTROYED

Here are a few notes if you choose to take the village is destroyed path.

- The village is entirely devoid of life, only the faint cries children can be heard. If the heroes search in the village, in the area of the stone chest where they found their items, they'll find multiple skeletons, with weapons in their hand, all are the remains of dragonborns.
- Inside the chest are a traumatised Ivory and Ebony and had to hear their village die trying to protect them.
- Scouring through the rest of the village, it seems that no survivors are left.
- A few wild beasts are seen roaming around, eating what few remains are left of the villagers
- Upon investigating the barrier, it is completely shattered and no remains of it are left. - In the hut of the elder is a map pointing towards the Timeless Temple where the corruption is held.

1.2.2. SCARRED VILLAGE

As the heroes get to the village read the following:

'As you enter the village, the elder comes to you, inquiring about your mission. You can't help but notice a worried look on her face. Looking around all villagers seem to share that worry'

If asked about why she looks worried, the elder will explain that cracks have started appearing in the barrier around the village during the night, and one creature managed to make its way in. It was swiftly defeated, but this a bad sign, as it is the first time something like this happens. The spell might be failing. She doesn't know how much time her people have left.

When the heroes show the crucible to her, she will be overjoyed, not only by the fact that they managed to defeat the Nameless King and survived, but also because the weapon functions. There is hope, but it must be acted upon swiftly.

She will lead the heroes to her hut, read the following.

"While you were away, I sent Yuuz (or herself if he's dead) ahead to scout the temple, to see if anything had changed. He came back with terrifying news. The temple is completely overrun by crystals, and it seems that the corruption has blossomed into a giant tree that covers the place."

She'll open up the map and trace a path towards the temple. Yuuz was sent away to scout for a new location with a barrier, to hopefully find a place for them to rest for the coming nights. If the heroes tell them about the barrier that surrounds the nameless king battlefield, she'll thank them, and will contact Yuuz. She'll give any information to the adventurers that they need. Once the heroes feel ready she'll run towards the village and tell people to start packing their meagre belongings, the next day they'll depart for the Nameless King's resting place.

Before leaving the Elder will leave the heroes with these few words:

'Beware inside the temple, it was frozen in time for eons. Even if the magic was somehow ruptured, we're not sure exactly how time flows in there. In case I am to never see you again, just know that your actions have granted you a place in our songs forever. Good luck heroes. Worry not, we will send your friends a message of your victory if they don't make it back.'

A player can make a **DC 20 (Wisdom) Perception check**. On a success they will notice that beneath the crystal is a level that seems jammed. The crystal like other crystals is immune to all damage except for radiant or magical bludgeoning damage, has an AC of 10 and 20 hit points. Breaking the crystal frees the lever, allowing the door to open

CHAPTER 2. THE TEMPLE

2.1. GAINING ACCESS.

Read this:

' As you make your way towards the temple, resolution grips your heart. This will be your final battle, and the outcome will determine the future of thousands of people. As you make your way, following the indications given, you see in the distance the outline of a gigantic tree. Made out of a dark bark, its leaves of a deep red, an ominous feeling takes your heart '

From the top of the tree a red halo seems to glow, about 500 feet from above the ground. This is created by the Heart of Corruption and is an antimagic field that covers most of the island, it only affects things 500 feet or above from the ground. (As it did back on the beach)

There is only one way inside of the temple, the rest being covered by the tree.

AREAS OF THE TEMPLE ENTRANCE

1. CRYSTAL AMBUSHERS

2 Shards of Corruption are hidden in the crystals, ready to ambush the players as soon as they walk the bridge. These shards have a swimming speed equal to their walking speed. In addition as soon as they attack the bridge collapses. Every turn after the first shards have been sent, the crystal will spawn 1 new shard to attack the players. This can only be stopped if the crystals are destroyed.

2. THE TEMPLE ENTRANCE

The entrance to the temple is closed. The players need to find the lever in area 4 and press it to open the gate. In front of the temple door is a **Corrupted Giant**. Once the bridge has collapsed he will stay in front of the door and hurl rocks at the player from his platform.

A player on that platform can make a **DC 18 (Intelligence) Investigation check**, on a success, they'll notice that there seems to be a mechanism to open the door. There must be an external way to open it (lever).

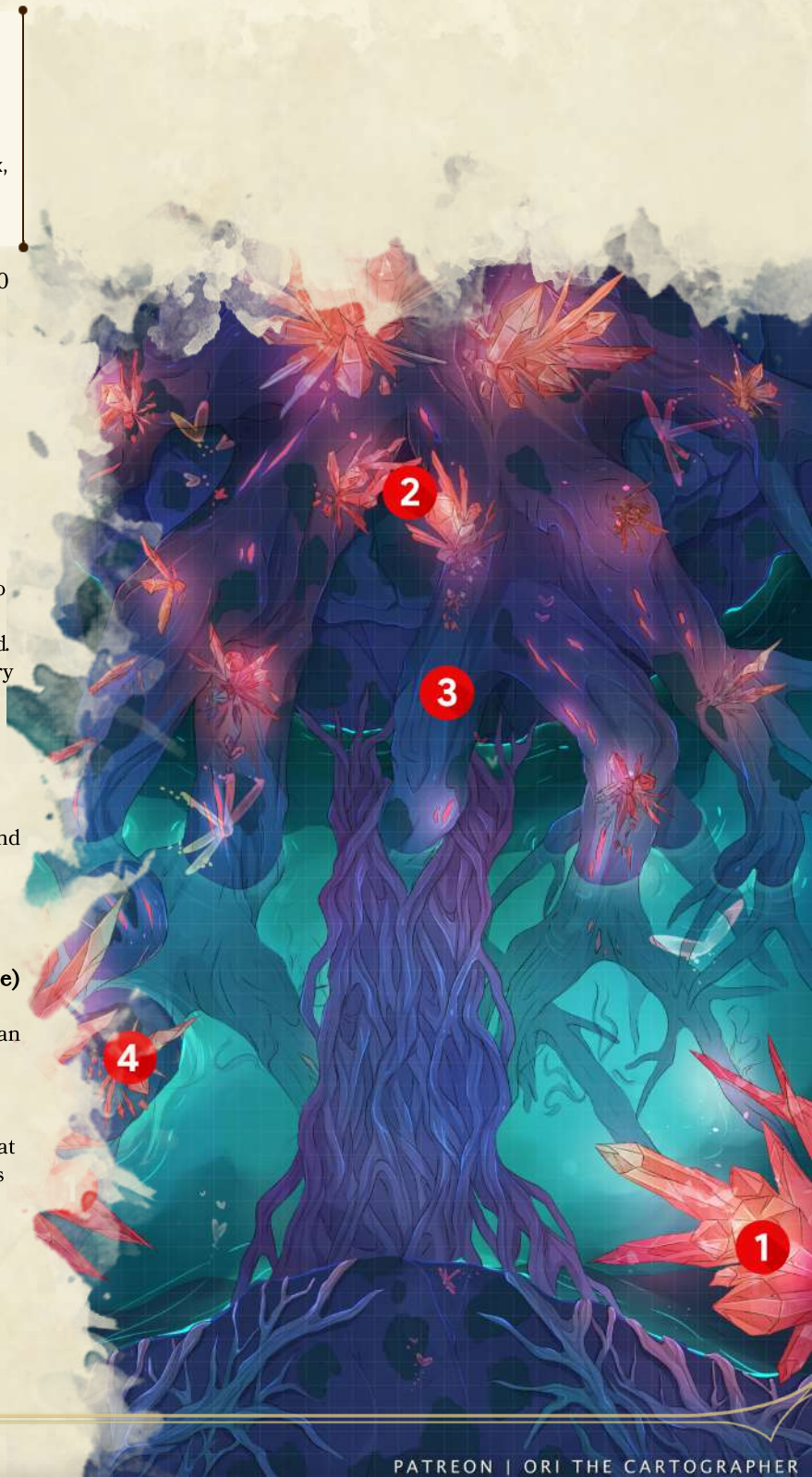
3. ANTIMAGIC BARK

The Bark of the tree has anti-magic properties. Any spell that touches it will be dispelled and any spell caster that touches the bark will instantly lose concentration on any spell.

4. HIDDEN LEVER

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2.2. THE BOWELS OF THE TEMPLE.

After defeating their foes on the outside, the heroes make their way inside the temple. The whole area is in complete darkness. Only the dim glow of a few small crystals light the way.

Read this:

A deep voice talks, "I have been expecting you, come my children". The whole temple seems to tremble under the power of the voice.

As the voice finishes its sentence calm comes back. The temple seems to be constituted of a single corridor, seemingly endless. As the heroes soldier on, the darkness only seems to grow deeper. At what seems to be the darkest point, no light can be seen as it is magical darkness. At the point the *crucible* will start glowing.

As soon as it does the voice echoes again 'Kill them' as both sides of the corridor become protected by a wall of force and **2 Corrupted Giants** and **2 Foul Beasts** attack.

2.3. COME OUT AND PLAY

Once the beasts have been defeated, before the players have time to catch their breath, the walls of the structure close in on the players. They must start running if they don't want to be crushed. The walls are closing from the entrance and the sides, pushing the players towards the boss room.

Read this:

'As your foe falls to your blows, the walls start shaking. You realise with horror that the walls surrounding you are starting to close in on you, at a rapid speed. The path backwards is already blocked, there is only one way, forward, and that way is closing at a rapid speed. Run.'

Running to avoid getting crushed doesn't require any check to succeed, although if the players decide not to move. They'll get caught by the walls, take 5d12 bludgeoning damage before being pushed out in the final area. If you want to add some tension you can throw a couple of shards of corruption which are chasing them.

CHAPTER 3. THE FALLEN KING

Read this:

'Before you stands a massive crystal, glowing red, tendrils of darkness emerging from it. The whole room seems to be pulsating under its glow which shines rhythmically, like a somber heart beat. It shines light on the figure of a giant knight, eyes red as the crystal, tendrils of darkness emerging from his heart. On his belt, a crucible, similar to yours in all aspects except the aura it emits, a somber darkness overtakes you. As the knight's gaze meets yours, he takes a step forward. Roll Initiative.'

3.1. PHASE 1

The Fallen King fights the adventurers, The heart of corruption is immune to damage during that time, and will use its lair actions.

3.2. PHASE 2

Once the King falls, the heart will become exposed for a brief second. Read this:

'You hear: "Weak !" as the heart of corruption transforms into a torrent of darkness that pours itself inside the body of the fallen king. The watch as the body shrinks, eyes become red, corruption taking over. A soldier of darkness is facing you. The heart beat sounds louder and louder, as the corrupted king charges. "Die !".'

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The Players will now face the **Corrupted King**, as part of being summoned, all other enemy creatures in the arena die and **2 Foul beasts** appear at its side. The Corrupted King still uses the lair actions, but cannot summon creatures anymore.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the heart of corruption takes a lair action to cause one of the following effects; the heart can't use the same effect two rounds in a row:

- **MINIONS OF CORRUPTION.**

Roll 1d4, depending on the result of the roll the Heart of Corruption summons various creatures.

d4	Monsters
1	1 Corrupted Giant
2	2 Foul Beasts
3	3 Shards of Corruption
4	2 Corrupted Hydras

- **DRAIN LIFE.**

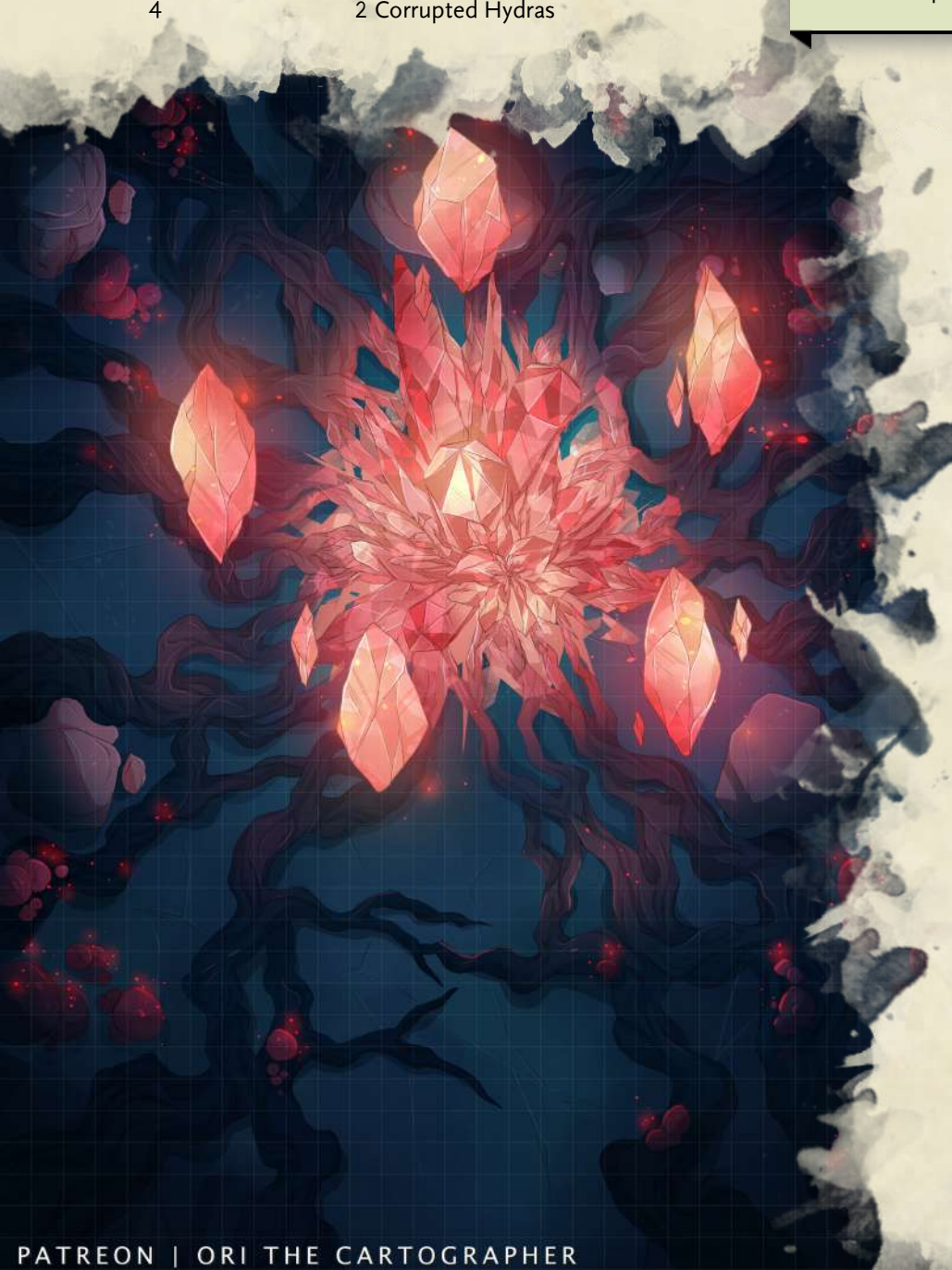
A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within 60 feet of the Heart. Each creature in that area must make a **DC 15 Constitution saving throw**. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. The King regains a number of hit points equal to half the total damage dealt.

- **CORRUPTING PRESENCE.**

The Heart targets a creature within 120 feet of it. That creature must succeed on a **DC 14 Wisdom saving throw** or obey the Heart's command until the end of the creature's next turn.

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3.3. DEFLAGRATION

Read this

'As the king falls, you see the Heart of Corruption exposed in the center of its chest, beating. The crucible is at your side, waiting to strike. You watch as the various wounds start to heal slowly, you must act quickly'

When the heroes finally manage to place the crucible inside the defeated heart of corruption, read this:

'As you plant the crucible, you see it glowing with energy and power. The detonation is imminent. The Heart of Corruption shrieks under the pain as you hear its voice 'Fools !'. From the corner of your eyes you see a brief flash of clarity in the eyes of the Fallen King, and can hear the whispers of a 'thank you', as everything turns to white. '

The explosion engulfs everything. The Fallen King, with his final breath will move his body in front of the party, partially shielding them from the explosion. Roll the damage of the crucible (210 (60d6) radiant damage), the party only takes half as much thanks to the desperate protection of the king.

If any party member isn't immediately killed by the explosion you can choose from the following options.

1. The Dragonborns come inside the temple and mend the wounds of the people still alive.
2. The party members that are unconscious but still alive need to roll death saving throws, if they stabilise themselves, they'll recover health after 1 hour as it is considered a short rest, where they can expend hit dice.

3.4. ENDING

If there are no survivors, read this:

'The afterlife awaits you. You fought bravely, until the end, when all hope was lost you kept going. You won't be there to see the outcome of your battle, but a warm feeling surrounds you. You have found peace, and brought it to the denizens of the island. Your continent, your families, your friends back home are saved. Your sacrifice will not be forgotten.'

If there are surviving party members, read this:

'You awaken to the faces of children looking at you with curious eyes. You hear a voice shushing them away. As you turn your head you see the face of the Elder looking at you "So, you're finally awake."'

From there the Elder will explain that they vanished inside the temple for a month. She sent various scouting parties looking for them, when she saw that all the crystals throughout the island broke. She knew they had won. She has even better news for them, inside the temple they found a functioning teleportation circle that could be used to bring the people from the continent. If there are any deaths, she'll offer to give them a grand burial, as they died heroes.

The mission is a success.

THE END

FOUL BEAST

Huge monstrosity, evil

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Damage Resistances necrotic

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Vigilant Beast. Whenever the foul beast hits a creature with an opportunity attack, its speed drops to 0 for the rest of the turn. This stops any movement the creature may have been taking. In addition creatures within the foul beast reach provoke opportunity attacks even if they took the Disengage action.

Actions

Multiattack. The foul beast makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the foul beast can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.





CORRUPTED GIANT

Huge giant, evil

Armor Class 17 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Giant

Challenge 8 (3,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Draining Presence. If a creature within 30 feet of the giant regains hit points from a spell or a magical effect, the creature gains only half the normal number of hit points and the giant gains the other half.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Reactions

Curse of Suffering. When a creature within 30 feet of the giant regains hit points from a spell or a magical effect, the giant can use its reaction to cause the creature to take an amount of damage equal to the amount of hit points it should have healed.

FALLEN KING

Huge giant, Any Neutral

Armor Class 16 (scale mail)

Hit Points 253 (22d12 + 110)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities necrotic, thunder

Senses passive Perception 19

Languages Common, Giant

Challenge 15 (13,000 XP)

Amphibious. The king can breathe air and water.

Aggressive. As a bonus action, the fallen king can move up to its speed toward a hostile creature that it can see.

Innate Spellcasting. The fallen king's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*

Actions

Multiattack. The king makes two glaive attacks.

Glaive. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 9) slashing damage.

Heaven Piercer. The fallen king shove his glaive forwards creating a powerful gust of wind that pierces everything in its path. All creatures in a 200 feet long and 5 feet wide line must succeed a 22 Constitution saving throw or take 39 (6d12) piercing damage.

Necrotic Hammer (Recharge 5-6). The giant points a finger at an area that he can see within 300 feet of him. A colossal hammer of corruption crashes down from the heavens on that location. All creatures in a 30 feet radius from the point of impact must succeed a DC 17 Dexterity saving throw or take 4d8 necrotic damage and 4d8 bludgeoning on a failure or half as much on a success. This ability deals triple damage to objects and structures.

Legendary Actions

The nameless king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The storm giant regains spent legendary actions at the start of its turn.

Strike. The fallen king makes one glaive attack.

Vanish (Costs 2 actions). The fallen king teleports up to 120 feet to an unoccupied space that it can see.

Necrotic Hammer (costs 3 actions). The fallen king recharges his necrotic hammer ability and uses it.



CORRUPTED KING

Medium monstrosity, Any neutral

Armor Class 18 (scale mail, shield)
Hit Points 304 (32d8 + 160)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +15, Con +11, Wis +10, Cha +10
Skills Arcana +9, Athletics +15, History +9, Perception +10

Damage Resistances cold
Damage Immunities necrotic, thunder
Senses passive Perception 20
Languages Common, Giant
Challenge 17 (18,000 XP)

Amphibious. The king can breathe air and water.

Aggressive. As a bonus action, the corrupted king can move up to its speed toward a hostile creature that it can see.

Aura of Necrosis. All creatures within 30 feet of the corrupted king, which aren't immune to necrotic damage, suffer a -4 penalty to saving throws.

Innate Spellcasting. The corrupted king's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *absorb elements*, *misty step*, *shield*

Actions

Multiattack. The king uses his spreading corruption and then makes two glaive attacks.

Spreading Corruption. All creatures within 60 feet of the corrupted king must succeed on a DC 18 Constitution saving throw or take 14 (4d6) necrotic damage.

Glaive. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 9) slashing damage and 9 (2d8) necrotic damage

Corrupt Piercer. The corrupted king charges with its glaive, piercing everything in its path. All creatures in a 100 feet long and 5 feet wide line must succeed a 23 Dexterity saving throw or take 39 (6d12) piercing damage and 9 (2d8) necrotic damage. The king then reappears anywhere along that line.

Necrotic Hammer (Recharge 5-6). The giant points a finger at an area that he can see within 300 feet of him. A colossal hammer of corruption crashes down from the heavens on that location. All creatures in a 30 feet radius from the point of impact must succeed a DC 18 Dexterity saving throw or take 4d8 necrotic damage and 4d8 bludgeoning on a failure or half as much on a success. This ability deals triple damage to objects and structures.

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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.

Covert art from Liu zishan.

Maps Created by [Ori the Cartographer](#)

Some art by Bob Greyvenstein, some art Tithi Luadthong, some art Camilkuo, used with permission.

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !