



THE NEW LAND, PT.3

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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ADDENDUM FOR PART 2

After meeting with the elder, once Yuuz (or the elder if Yuuz is dead) understands that they will help fight the corruption, will lead them towards one of the abandoned houses. The entire room is barely lit. Yuuz makes his way towards the basement, from there he pulls and opens a very wide stone chest. As soon as he opens it the players can feel the magic contained inside brimming out, giving a bright glow to the room. Yuuz will explain that these are various relics that they found around the city, that might help the heroes more than it could help the villagers.

It contains the following items:

SUNEATER AXE

Weapon (any axe), rare (requires attunement)

When the dwarves fashioned Gleipnir, the mighty bindings crafted from, amongst other things, the sound of a cat's footfall, roots of a mountain, and breath of a fish, they set a little to one side. With this impossible strong thread the Weapons of Binding were made. Suneater axe is one such weapon, a depiction of the wolf Skoll who they believe will one day devour the sun.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. This magic weapon has 6 charges and regains 1d6 charges whenever it bathes in the light of dawn or dusk for 10 minutes. It can recharge no more than once per dawn or dusk.

Suneater. As an action, you can expend 2 charges to cast the darkness spell. You do not suffer disadvantage as a result of not being able to see a target that is within the area affected by darkness cast using Suneater.

Gleipnir. As an attack, you can expend a charge to launch the axe's blade from Skoll the wolf's mouth. Make a melee weapon attack against a target within 30 feet. On a hit you deal the axe's normal damage and the creature must succeed on a DC 15 Dexterity saving throw or become grappled. A creature that fails by 5 or more is restrained while it is grappled in this way. A Huge or larger creature has disadvantage on the saving throw. As an action, a creature can attempt a DC 15 Strength check, freeing a creature grappled in this way on a success.

While you have a creature grappled using Gleipnir, you can't use Suneater axe to make an attack and you must continue to hold the axe to maintain the grapple.

As a bonus action you can try to reel in a creature grappled by Gleipnir. Make a Strength (Athletics) check contested by the grappled creature's Strength (Athletics). On a success, you can pull the target up to 15 feet closer to you.



XYXLBARK ARMOUR

Armor (breastplate, half plate, or plate), rare (optional attunement)

Armor made from the cured bark of the xyxl tree is stronger and lighter than steel and possesses the unique ability to nourish its wearer. The source of the Xyxl tree's immense durability is the mithral particles it secretes in a rigid lattice throughout its wood. The art of curing the slow-growing xyxl bark is known to but a few denizens of the fey lands to which it is native.

If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the xyxlbark version of the armor doesn't.

Optional Attunement. If you attune to xyxlbark armor, it nourishes you, causing you to gain 2 temporary hit points at the start of each of your turns.





GLAIVE OF THE GREEN TYRANT

Weapon (glaive), rare (requires attunement)

Legend tells of a great warrior queen who, having bested a bronze dragon in a game of wits, sought the ability to wield the power of storms. With this power, she laid waste to entire armies, throwing them back into the ranks of their allies, or burning them with flashes of incandescent lightning. Some called her liberator, others: tyrant. Though defeated by the Hero in Red, some of her power yet remains in the Green Tyrant's ancient glaive.

Summon Storm. With a flourish of the glaive you can expend a bonus action to whip up a tornado - 5-foot-diameter, 30-foot-high cylinder of rushing air and crackling lightning - centred on a point within 60 feet. The tornado lasts for 1 minute. Each creature that starts its turn in the tornado's space or enters the space for the first time on a turn must make a DC 15 Strength saving throw. On a failure, a creature is thrown 10 feet in a random direction, landing prone, and takes 1d6 bludgeoning and 1d6 lightning damage. Roll a d8 to determine the direction: 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; or 8 northwest.

As a bonus action on your turn, you can move the tornado up to 20 feet. Each creature whose space the tornado moves through must succeed on a DC 15 Dexterity saving throw or take 1d6 lightning damage. A creature can't take damage from this effect more than once per turn.

Once you use the Summon Storm property, you can't do so again until the following dawn.

THORN BOW

Weapon (bow), rare (requires attunement)

Unselie fey – those who love the coldness and ugliness of the world – cultivate the malevolent syklthorn, a green-brown creeper with bright red thorns. Syklthorn is a carnivorous plant that snatches creatures who venture too close before eviscerating them with its blade-like thorns. Weapons made from this plant are just as blood-thirsty.

This magic weapon has 6 charges and regains 1d4 + 2 expended charges daily at dawn. As a bonus action, you can expend a charge to cause a thorny arrow to grow from the bow, choosing whether it is a Bramblestrike or Splinterstrike arrow.

Bramblestrike. On a hit, this magic arrow deals the weapon's normal damage and the target must succeed on a DC 15 Strength saving throw or become restrained by magical vines for up to 1 minute as per the ensnaring strike spell (no concentration required).

Splinterstrike. On a hit, this magic arrow deals the weapon's normal damage and then erupts in a storm of splinters and thorns. Each creature within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or take 1d10 piercing damage.

Overgrown. As an action, you can expend three charges to cause three thick-limbed, thorny arrows to grow from the bow and fire them at a point within 120 feet of you. Where the arrows land, a mass of syklthorn brambles grow creating an effect identical to the wall of thorns spell, dealing 4d6 damage instead of 7d6.





ISFJELL, RING OF ICEBERGS

Ring, very rare

Crafted in the Frozen Forge, this ring is capable of entombing its wearer in a protective iceberg, or isfjell as it is known in the Giant tongue. Such rings are found in all sizes; a ring crafted for a giant might be worn as a torc by Loic Giantslayer, or as a belt by Mitiji the Tiny. This is due, in part, to the wisps of water vapour that run between the ring's jagged ends and its geodesic jewel, allowing it to expand and accommodate most digits.

Isfjell. As a reaction to being hit by an attacker you can see, or as a bonus action, you can spin the ring's jewel causing it to expand into a hollow block of clear ice that completely surrounds you. This breaks any grapples in which you are involved. The iceberg occupies your space and creatures can't pass through it. The iceberg has the capacity for one creature of your size; there is enough space within the iceberg to turn around, but you can't move more than 6 inches in any direction. Spells and other magical effects can't extend through the iceberg or be cast through it.

The iceberg has 100 hit points, which takes as much of any triggering damage as possible. The iceberg has immunity to cold, poison, and psychic damage, and vulnerability to fire damage. It automatically fails Dexterity saving throws. The icy tomb lasts for up to 1 minute, until it is destroyed, or until you use a bonus action to cease the jewel's spinning, whichever comes first.

Once you use this feature, you can't do so again until the ring spends 8 hours in snow, ice, or cold water.

SUMMARY:

The heroes quest out to find how to defeat the Corruption, and decide to enter an old library in order to gather its knowledge, finding out more about the giant's legacy

CHAPTER 1: THE LIBRARY

As the heroes leave the village in direction of the library, read this:

'You see the village growing smaller behind you, as the you leave the warded area to wander deeper in the accursed lands. As soon as you leave the protected area a notable stench instills itself in the air, as if rot was spreading everywhere. Looking around it seems that some small, harmless crystal appeared overnight, harmless for now that is. The forest feels hostile.'

1.1 SUN AND MOON MAGIC

The journey to the library is short and uneventful. They will find the library in damaged conditions, but still standing. Read this.

'You see in front of you what was once a mighty building, now reduced to a shadow of its former glory. The walls are decrepit, the foundation of the library is falling, the roof is breaking apart. From its damaged condition you can see sparks of magic that seem to still be active on the inside.'

If the adventurers decide to peak through, they see a radiating aura of blue energy active on the inside. They can make a **DC 16 (Wisdom) Perception check** to notice that this energy seems to be hovering above a moon sigil. In the back is a massive statue of a mage, his traits are left vague, not representing anyone in particular. He's holding a massive globe of stone, which contains a miniature glowing sun.

If the adventurers decide to walk in, they'll also notice 2 stone statues in alcoves next to the mage one.

LIBRARY CONFIGURATION

A **DC 18 (Wisdom) Perception check** will reveal that there seems to be a small chest inside the field of magical energy, underneath the small moon in the middle. A **DC 19 (Intelligence) Investigation check** made to explore the room will reveal that there are a few gold coins spread about everywhere, for a total of 12 gp. No note worthy book seems to be there.

Moon Sphere

Each creature that enters the space of the sphere is immediately pushed back 20 feet in a straight line, and must succeed on a **DC 17 Dexterity saving throw** or take 3d8 force damage as an arc of energy targets them. Attempting to teleport inside the sphere automatically fails and the creature takes 4d6 force damage instead. A creature attacking the sphere deals no damage to it and must succeed on a **DC 17 Dexterity saving throw** or be hit by an arc of energy that deals 3d8 force damage.

Sun Sphere

The sun sphere is a condensed *anti-magic field* spell which is held within a stone sphere.

TRAP

The first time someone gets attacked by the Moon sphere, the 2 statues in the alcoves, which are **2 Stone Golems** will become animated and attack the party. They are immune to the effects of the Moon sphere. Previous to being activated they are immune to all damage.

RIDDLE

Upon exploring the room they will find engravings on the mage statue which say:

'The sun's light chases the night away.'

The sun and moon, neutralise each other. Players need to manage to get the magical ward in the center of the room to attack the sun orb held by the wizard statue.

This can be done in a couple of ways:

- Someone standing where the wizard statue is and attacking the magical field will cause an arc of energy to arc towards the sun, and cancel the ward.
- A player putting themselves right in front of the field and walking in it, will cause them to be pushed back and the arc of energy will hit the sun instead of them.
- Other creative solutions your players might come up with. (Making the statue fall in the field, etc...)

Once the sphere is neutralised, read the following:

'As the energy vanishes into the miniature sun, the whole room goes dark. Unnatural darkness. A couple of instants later, light reappears. The chest in the center of the room pops up, and unlocks itself. You could swear that from the corner of your eyes you saw the head of the statue nod.'

The moon in the center opens, revealing an old book, called "Legends of Duskar", as well as a stone stake. If no one in the party speaks giant they cannot understand the book, in which case they can bring the book back to the elder, she speaks giant.

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MAP: THE LIBRARY



1.2. KNOWLEDGE IS POWER

The heroes discover the content of the book.

INFORMATION CONTAINED IN THE BOOK:

- The island is in fact made from the body of a titanic evil god, that has was slain and thrown in the ocean, that god was called Duskar.
- The evil was vanquished but not truly gone, and manifested itself in the form of crystals that incite greed. The giants feel for it and dig too deep, unleash the core of evil held within the earth.
- By sealing the temple in time they contained the infection (The heroes can notice with a DC 15 (Intelligence) Arcana Check that the corruption is finding other ways to escape slowly.)
- The giants created two copies of a weapon, that was meant to destroy the corruption once and for all. One was sealed in the library and one was given to the King who ventured in the depth to end the corruption in an ultimate fight.
- If the corruption was still raging, the king's guard was tasked with sealing the temple in time, through a spell that was tied to his life. This was made in order to prevent the corruption's escape until another solution could be found.
- Only a giant's soul can activate the artefact, and once powered it should be planted into the heart of the corruption. The pure nature of the artefact in contact with the corruption should cause an explosion powerful enough to wipe the corruption out of the world.

The party should now understand that there is only one giant left alive that they know of, the King's Guard. If the players don't realize that, you can force a **DC 10 (Intelligence) History check** for them to reach that conclusion.

In addition if they ask the elder about the explosion mentioned in the book, she'll explain that she doesn't know more than them, but that chances are that this might be a one way trip. What truly worries her is the fact the the giant's king, even though equipped with that weapon, didn't manage to end the corruption.

CHAPTER 2: THE KING'S GUARD

Now the party needs to find and fight the king's guard, they need to traverse the forest to find his resting place, a desolate piece of land atop the mountain.

2.2. KNOWLEDGE

The elder will share her knowledge about the king's guard. Read the following:

As you well know, the King's Guard was the last giant left behind, along with the king. His most devoted servant, but apparently from the threads of knowledge that I found, their relationship was more than just that of king and guard. The king was a father, and the guard his son.

I can't imagine how the guard feels knowing that he trapped his father in endless time against one of the most vile creation of this world. For years upon years, living alone with that fact, I think this may have driven him mad. Or perhaps the corruption got a hold of him and made him lose his mind. In any case beware, and take these to have a chance at fighting him and his mount. He became a king with no land or citizen, a nameless king.

She will give the party 3 Scrolls of *earthbind* which she created herself, the DC is 17 for them, unless the person using them has a higher spell save DC.

2.2. CLIMBING UP

The party now sets out to encounter the king's guard.

As they start walking towards the summit, read this:

'As you make your way up the mountain side, the landscape slowly transforms. What was once an abundance of trees and vegetation turns arid. The wild life seems to have left this place. Only resilient animals could possibly survive in the harsh landscape. As if heaven itself had barred life from growing there.'

OBSTACLES

As our heroes travel onwards they might face various obstacles. Force a **DC 20 Survival (Wisdom) check** from the player leading the expedition. On a failure to meet the check choose one of the following events randomly. Make that check 3 times.

- They encounter a Ravine that's 100 feet wide, and obstructs the path completely, if a player falls down, it takes 20d6 fall damage, and at the bottom **15 Giant Crocodiles** await in the swamp below. A DC 17 (Wisdom) Perception check reveals that information
- A sudden earthquake shakes the earth on which the players stand, as the cliff next to them starts crumbling. They must get out of the way in one turn or have to make a **DC 19 Dexterity saving throw**, or take 3d12 bludgeoning damage from the falling rocks, or half as much on a success.
- The party llands face to face with roaming monsters. **1 Treant**, with **3 earth elementals**, driven mad by the corruption will attack them on sight.

2.3. THE KING'S GUARD

The party now reaches the altar upon which the guard and his mount rest.

Read this.

'You see standing before you, the mighty figure of the king's guard. You can see from his posture that he clearly was expecting you, he isn't harboring any hostile behavior, although his weapon is at hand.

The guard only speaks giant. As soon as he senses the stake he'll know why the party has come to him. Seeing their size he'll judge them too puny to be able to end the corruption, where his father, the greatest of warriors failed.

He thinks sending the party there will simply lead them to their death, and will fight them to give them a proper death rather than having them fall and lose their mind to the corruption. No amount of persuasion will change his mind.

GM Note: The guard wants to test the party's strength, to see if they'll survive the corruption. If you feel like your party could convince otherwise feel free to give them a **DC 30-35 (Charisma) Persuasion check**. On a success the giant will impale himself with the stake, trapping his soul inside it, to prepare the weapon.

As he jumps on his mount, roll initiative.

2.4. PURITY

Upon defeat, the guard will crash to the floor. He drops his weapon, and points towards the stake. The players understand that they need to stab him with it. The giant will assist in driving the stake deeper. A blinding flash of light will cover everyone for a brief instant. The stake will shine with a bright white energy. Filled with magic now.

PURITY

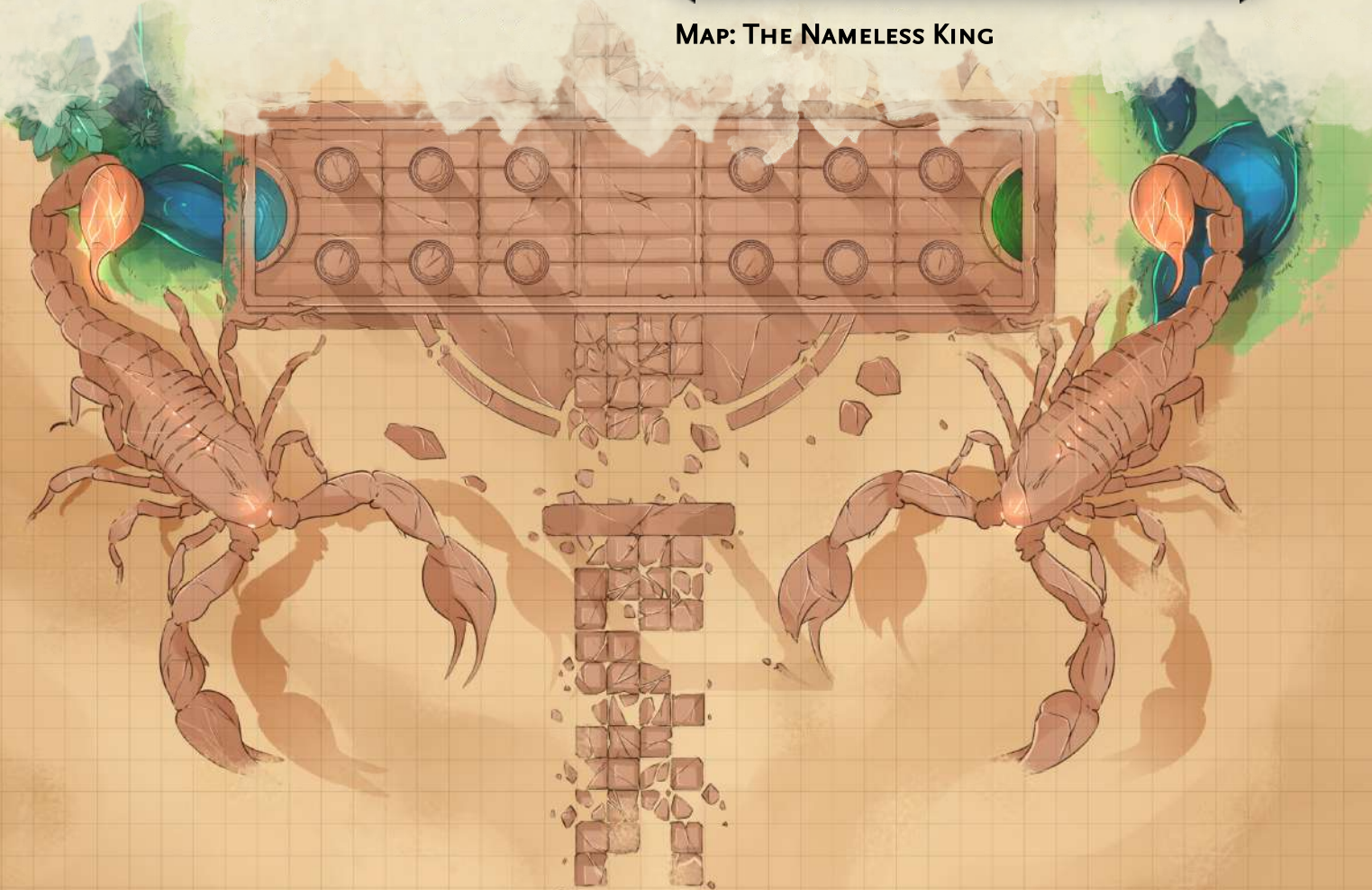
Artifact, legendary (requires attunement)

Upon being impaled in the exposed Heart of Corruption, Purity will detonate 6 seconds later. It deals 60d6 radiant damage to all creatures in a 500 feet radius of the explosion, destroying any remnant of corruption that is present. Purity is then destroyed.

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MAP: THE NAMELESS KING



NAMELESS KING

Huge giant, 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 lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Challenge 15 (13,000 XP)

Aggressive. As a bonus action, the Nameless King can move up to his speed toward a hostile creature that he can see.

Amphibious. The king can breathe air and water.

Battle Synergy. While mounted, the Nameless King and the King's Mount can exchange initiative (no action required) at the beginning of the round.

Innate Spellcasting. The king's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *earthbind*, *feather fall*, *levitate*
3/day each: *control weather*, *water breathing*

Last Stand (Mythic Trait; Recharges after a Short or Long rest). If the Nameless King's mount dies, the Nameless King absorbs its essence to empower himself for the rest of the fight. He regains 126 hit points and all lightning damage that he deals now deals maximum damage instead of rolling. He also gains resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. The king makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Heaven Piercer. The Nameless King shove his glaive forward, creating a powerful gust of wind that pierces everything in its path. Each creatures in a 200-foot-long and 5-foot-wide line must succeed on a DC 22 Constitution saving throw or take 39 (6d12) piercing damage.

Storm Hammer (Recharge 5-6). The king points a finger at a point he can see within 300 feet of him. A colossal hammer of lightning crashes down from the heavens on that location. Each creatures in a 30 feet radius from the point of impact must succeed on a DC 17 Dexterity saving throw taking 18 (4d8) lightning damage and 18 (4d8) bludgeoning on a failure or half as much on a success. The action damages objects in the area and 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 Nameless King regains spent legendary actions at the start of its turn.

Strike. The Nameless King makes one glaive attack.

Heavenly Wings (Costs 2 Actions). The Nameless King causes his mount to use its Wing Attack action.

Storm Hammer (costs 3 Actions). While mounted, the Nameless King recharges his Storm Hammer ability and uses it.

Mythic Actions

If the Nameless King's mythic trait is active, he can use the options below as legendary actions.

Swift Strike. The Nameless King makes one glaive attack and then moves up to half his speed.

Fury of the Fallen (Costs 2 Actions). The Nameless King attempts to pierce a creature with righteous rage. He makes a glaive attack against a creature. On a hit, the creature takes the damage and is impaled, lifted up. Lightning falls on it, dealing 36 lightning damage to it, and the creature is then thrown away up to 10 feet, where it falls prone.

KING'S MOUNT

Gargantuan monstrosity (roc), unaligned

Armor Class 15 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 20 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 28 (+9) | 10 (+0) | 20 (+5) | 3 (-4) | 10 (+0) | 9 (-1) |

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 12 (8,400 XP)

Keen Sight. The King's Mount has advantage on Wisdom (Perception) checks that rely on sight.

Battle Synergy. While mounted, the rider and the King's Mount can exchange initiative (no action required) at the top of the round.

Evasive Maneuvering. When under half its hit point maximum, the King's Mount can use the Disengage action as a bonus action.

Loyal Mount. The King's Mount has only one person that can ride it, from birth till death. This rider has an unbreakable bond with the creature, and while riding it the rider can't be dismounted against its will. In addition while mounted, the rider gains a +1 bonus to AC and Saving Throws, and it has resistance to all damage. Also, each time the rider takes damage, the King's Mount take the same amount of damage.

Reactive Protection. The King's Mount has 3 extra reactions that it can use only for its **Self Sacrifice** ability.

Actions

Multiattack. The King's Mount makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the King's Mount can't use its talons on another target.

Wing Attack. The King's Mount beats its wings. Each creature within 15 feet of the King's Mount must succeed on a DC 21 Dexterity saving throw or take 25 (3d10 + 9) bludgeoning damage and be knocked prone. The King's Mount can then fly up to half its flying speed.

Reactions

Self Sacrifice. When the King's Mount's rider is targeted by an attack roll, the King's Mount can make itself the new target.



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.

All art inside by [Loot Tavern](#)

Covert art from Warm_tail.

Maps Created by [Ori the Cartographer](#)

Stay tuned for the full release of The New Land !

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !