



MONKEYDM

THE NEW LAND

5TH EDITION ADVENTURE

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

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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."

STARTING EQUIPMENT:

You can give these items to your players at the start of the adventure, as gifts from the main land to help them in their quest.

ARMOR OF THE LIGHTWARDEN

Very rare, plate armor +1, requires attunement

This armor of refined steel shimmers faintly, upon closer inspections, tendrils of light are visible and wrap around the armor like protective linen, while attuned to the armor you gain the following benefits:

You have a +1 bonus to AC while wearing this armor.

As a bonus action you can cause the armor to glow, it emits bright light in a 10 feet radius, and dim light 10 feet beyond that. You can extinguish the light using another bonus action.

Once per day, as an action, you can cause use the power held within the armor to unleash the purity of the light to defend you. A shimmering wall of bright light appears at a point you choose within 120 feet of you. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet. When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that ends its turn in the wall's area takes 4d8 radiant damage. The wall lasts for 10 minutes.

RING OF THE MISTS

Rare, ring, requires attunement

This silver ring is almost incorporeal, formed of ever changing and flowing mist.

This ring has 3 charges. As a bonus action you can expend one charge to briefly surround yourself with silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

The ring regains 1d4 charges daily at dawn.

MOON SICKLE, +1.

Very Rare, sickle

This silver-bladed sickle glimmers softly with moonlight. While holding this magic weapon, you gain a bonus to attack and damage rolls made with it, and you gain a +1 bonus to spell attack rolls. In addition, you can use the sickle as a spellcasting focus for your druid and ranger spells. When you cast a spell that restores hit points, you can roll a d4 and add the number rolled to the amount of hit points restored, provided you are holding the sickle.

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 and magical bludgeoning 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 shard of corruption**.

Sunlight Weakness. While a corrupted crystal is in direct sunlight, it's 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 (Art CC0)



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)

Damage Immunities necrotic

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.

Art by Dean Spencer

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. "

MAP CREATED BY [ORI THE CARTOGRAPHER](#)

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MAP 2: FOREST'S ENTRANCE



CORRUPTED HYDRA

Huge monstrosity, evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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.



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."

Art by Jacob e. Blackmon

PART 2: DRAGONBORNS

The 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.”

Art by Bob greyvenstein

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.

Art by Bob greyvenstein



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 farmer.

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.

THE ITEMS BELOW WERE ALL CREATED BY

LOOT TAVERN

Check out their Patreon for more items !

TREASURE:

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.

PART 3: THE KINGS

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 they 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 lands 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 **Nameless King** and the **King's 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.

PURITY

Artifact, legendary (requires attunement)

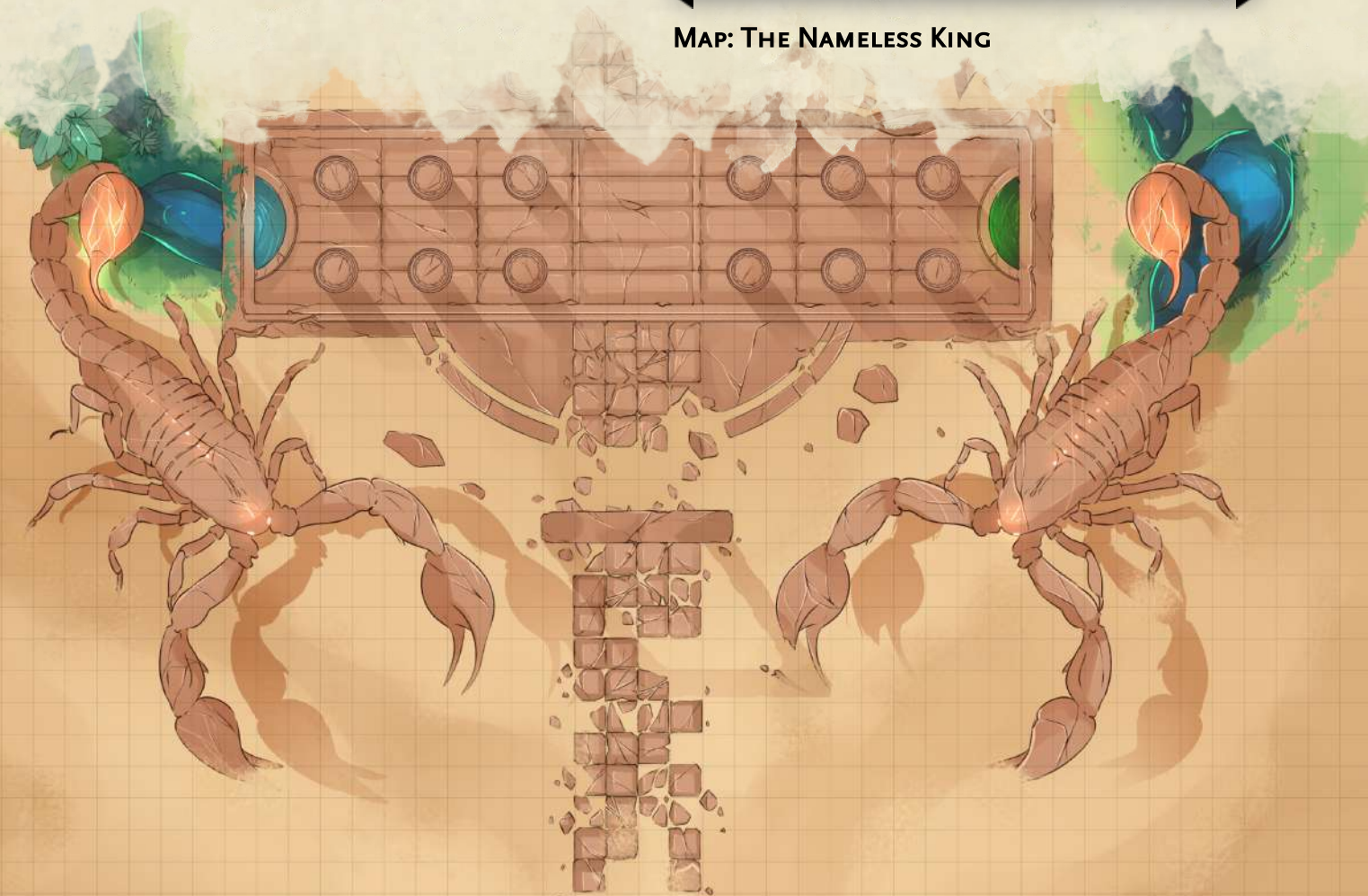
Upon being impaled in the exposed Heart of Corruption, Purity will detonate 6 seconds later. It deals 60d6 radiant damage to all creatures in a 500 feet radius of the explosion, destroying any remnant of corruption that is present. Purity is then destroyed.

Your players now reach level 13. In time for the last part of the adventure.

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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.

PART 4: 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).

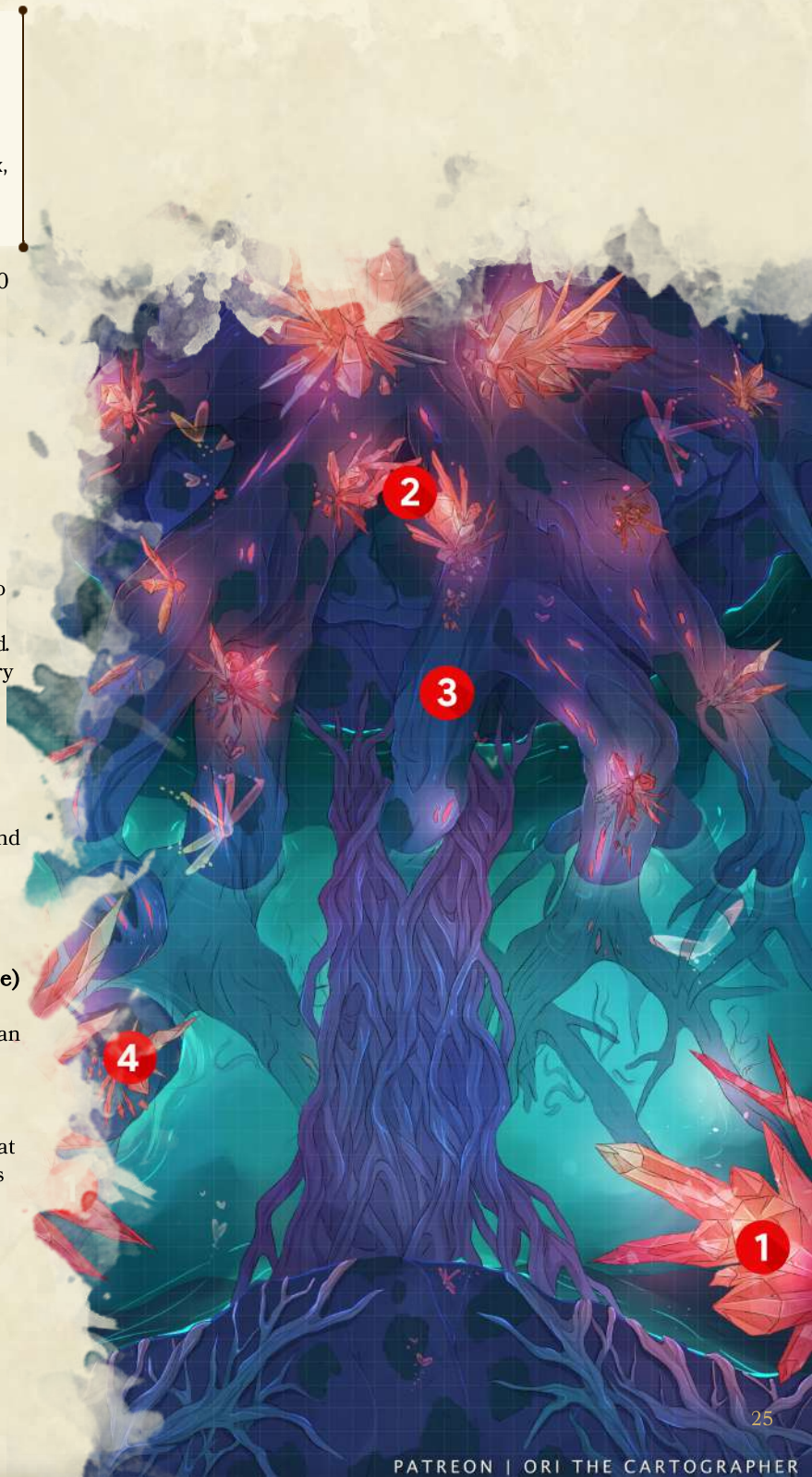
3. ANTIMAGIC BARK

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*. The 5 floating crystals in the arena are **Corrupted Crystals**

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.

Art by *camilkuo*



CORRUPTED HYDRA

Huge monstrosity, evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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)

Damage Immunities necrotic

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.



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 and magical bludgeoning damage
Challenge -

Devouring energy. Creatures within 10 feet of the crystal cannot regain hit points by any means, 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 shard 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.

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.

Art by Tithi Luadthong

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.

Art below by Bob greyvenstein



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 Dean Spencer.

Item art and mechanics by [Loot Tavern](#)

Maps Created by [Ori the Cartographer](#)

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Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !

