

NEW HORIZONS

JIt is the age of exploration. Kings are looking to expand their borders and to find new places of settlements. They send ships, tens of them, in the hopes of finding something valuable across the seas. It is a treacherous journey and one that should not be taken lightly, as the unknowns are greater than what is known about these adventures, and thus only the bravest and those who seek quick fortune, volunteer under these voyages. And so, we find two adventurers at sea, looking for their next take.

There are three characters with premade backstories and two premade NPCs:

1. Toma - A Human Rogue, he and his sister were captured and were brought up as assassins. His sister went away on a mission that should have killed her, but she made an escape to the unknown
2. Lydia - A Gnome Barbarian, She is an adventurer by heart and is always seeking new adventures
3. Vanya - A Human Druid. An orphan. She was raised as part of her Clan (Sioux Clan) and is living remotely from the village, as she rather be left alone.
4. Damon Straad - The leader of the criminals sent on the voyage. He only wants to get richer and will stop at nothing to get whatever he wants
5. Hanska Sioux - A Human Fighter. The Sioux Clan Leader. A tall figure, protector of the clan.

DEEP AT SEA

Sounds: Background, Ambient

Suggested ambient removals:

- Dark Ambient (2nd)
- Heartbeat (3rd)

*You've been in for a few weeks now. It's been mind-bogglingly dull. The sound of the waves crashing against the ship, the monotonous movement up and down on the waves. Up and down, up and down. The trip has been so long that in the beginning all you could smell is sea water, which was so intense that unexperienced stomachs turned on their owners. After a while your nostrils were filled with so much salty water you have ceased smelling it altogether. The sound of wet wood creaking every time someone passes by on the upper deck has long been your lullaby which rocked you to sleep, while laying there, in the back of the ship. And the food (pause), the food is a completely different horror. There isn't a singed pickled thing you haven't eaten.***

New Horizons, they call it. They say it's an expedition to explore new worlds. What a time to be living in. King Maurice has called the most insane persons one can find to send them off on a one-way journey, probably to their doom. The hopes were high, promises of new lands, unexplored horizons await, and thus, a charter was given to a few groups to seek out their fortune in new found lands over the curved horizon.

Among these crazy expeditioners, the king has included a bonus, both for the charterers and for himself. He sent away on each ship a few prisoners, to be part of the crew. The obvious reason is to lower his prison expenses, but who wouldn't accept free favors?

You, honest explorers, find yourselves among the sea farers on the ship New Horizons on the forty second? Forty third? Day of travel. Who know, you've lost count by now. You are currently in your quarters, resting from your shift you have just finished.

Let the PCs get to know each other here and investigate the surroundings.

A few minutes pass and you can hear a shout from above deck: Land ahoy!!! You rush out of bed, Toma, stumbling on his hammock, his leg catches in it and nearly fall face-first on the floor.

When you come up, you faintly see something that isn't a straight horizon. As you come closer, you start seeing an island. The shores are the cleanest you have ever seen before with sandy beaches where the waves gently rock back and forth along the coast. A few feet from the shoreline, a blanket of greenery lines the edge of a massive forest which curves around the island. Behind the forest you can see a short mountain ridge, containing two peaks, one higher than the other.

Intense relief rush over all the crew, you will probably not die at sea. But no one have promised anything about the island.

A few people are picked, you among them, to grab a dinghy and go scout the shore.

Captain of the ship: Maarten Tromp



ON THE ISLAND

Vanya is a Human Druid, a member of the Sioux clan living remotely, on her own. She is missing some fingers on her right hand, which she hides under a glove.

Sounds: [Background](#), [Ambient](#)

Suggested ambient removals:

- Beach waves (1st)

It's a regular day. Just like any other. You wake up at your home at the Siouxian village of the same name (Sioux) As your eyes adjust to the low light penetrating from between your window blinds, you raise your right hand, glancing at it, mouth tightening. You get out of bed, wash your face in a basin, looking at your reflection in the water briefly. Then, you take the gloves from by your bedside and wear them on with two swift gestures.

Your house is basically one small room containing everything you need. The interior is quite spartan except for the necessities and things you made by yourself. It is filled with sea shells and clams you found washed ashore. All of them tightly strung together creating beautiful decoration in brown-white colors.

You quickly dress, bite something and rush outside with your fishing rod and net and exit the house.

When you exit the house, you take a look back at it. You're proud of the things you do by yourself, which (pause) is most of the things you deal with, as there's no one around for any kind of help. You're not the most outgoing person. All your life having to get by yourself with no one to support you. The forest and sea are amongst your only friends.

Your home is a stone-wall made with tree vines and roots holding it together. The rooftop is made of tree barks you've found here and there, and those the trees willingly gave up on. You are one with nature and it feels like you have an ongoing conversation with it all the time wherever you go.

You head through the forest, on the path you've walked thousands of times, walking slowly, taking your time. It's not like there's a rush for anything. Once you reach the edge of the forest, you are about to step out towards the sandy beach when your senses tell you something is off. You glance to the right and see people. Which isn't uncommon, but these strike you differently. You hear bits and pieces of a language you haven't heard before. And the tone of their skin is very odd.

You quickly duck behind a nearby bush, concealing yourself in leaves, blending into your surroundings.

She must make a stealth check to see if the landing crew haven't seen her (**DC 13 stealth**).

If Vanya rushes back to the village, she needs to make an additional stealth check (**DC 16 stealth**). She tries to find the clan chief Hanska Sioux.

Hanska Sioux is an impressive looking man. He is tall with a very large chest. He is always serious and is very protective of his tribe. He usually wears a thin white shirt and colorfully decorated pants and boots with brown leather strings tying his boots, pants and shirt V-neck.

He doesn't like invaders and is known to be brutal to anyone who crosses him, his laws or even gives the slightest hint of being dishonorable or disloyal.

After conversation with Vanya, Hanska groups a bunch of warriors and a magician and is heading down to the beach to investigate.

When the PCs reach the encampment and speak with the settlers, they are able to converse thanks to the magician brought as part of the party.

If Vanya stays and tries to investigate further, either she triggers the suspicion of the settlers or she approaches them. In any way, the two sides meet.

They will not have enough time before the criminal sailors (three of them) accompanied will launch at her and try to grapple her. Not a second passes and the other PCs are jumped on as well and are being tied up and are brought to a tent within the encampment.

CAPTURED

The night falls ([Sound](#)) and the PCs are tied in the tent. Outside, there's a guard. The encampment is filled with other sailors (20).

The PCs need to escape their imprisonment, but there's a guard stationed at the entrance of the tent. They must succeed a DC 16 stealth check to escape. They can try to kill the guard (11 HP) or just stealth past him. Anyway, a pursuit starts as they start running either along the coast.

Once the PCs start running ([Sound](#)), they dive deep into the forest. They play the performance game to try and escape their pursuers, having an advantage if they stealthily escaped. They need to make 3 DEX Saving throws of: 13, 15, 17 to avoid vines and other obstacles along their way.

THE SONG

The PCs will probably return to Vanya's home, and if not, during the night, a song will creep into Vanya's sleep: The Song sang to Vanya when she was little:

When the old meets the new,
When the green meets the blue,
When you'll look inside of you,
You will find the greatest treasure,
Where you call it home, it's all that you need to do.

The PCs now have to understand they need to return to Vanya's home (if they are not yet there) and try doing something special (Let them come up with something themselves).

SORROUNDED AT HOME

If you've reached here and an hour haven't passed yet you can add the following scene ([Sound](#)):

Make a DC 13 Perception roll

Success: The PCs start hearing rustling sounds from the outside.

Upon **higher check value**, they notice a few of the sailors (3 of them) that were sent as one of the scouting parties to find the PCs. They found the PCs, wherever they are and are about to ambush them if they are outside or to enter Vanya's house if they are there.

GOING UNDER

Under Vanya's house, there is a tunnel leading deep underground ([Sound](#)). The tunnel is held with tree roots and vines that keep it from collapsing. The tunnel snakes downwards and curves here and there. It isn't very wide, one-person width.

A moment passes, then a second one, nothing happens.... Suddenly, you hear a sound of creaking wood and stones grinding against other stones.

Make a DC 13 investigation/perception roll

Success: You notice that a few stones have moved from under the bed. The hole in the floor looks small, maybe the size of a single person.

You enter a tunnel ([Sound](#)). It's dark. There isn't any light source from within. The tunnel snakes both forward and backward.

The tunnel is a [maze](#) the PCs need to navigate through, mostly blindly. They can only see the intersections they are at. They may meet dead ends, which will lead to either monsters, traps or treasure.

The tunnel contains a few traps the PCs must go through. It's how the cave protects itself from intruders. Traps are poisonous vines, tangled:

1. **DC 13 DEX** Saving throw - A hole in the ground
2. **DC 15 DEX** Saving throw – Obstacle, vines blocking the way
3. **DC 17 DEX** Saving throw - Spikes are jetted from the wall

THE CHAMBER

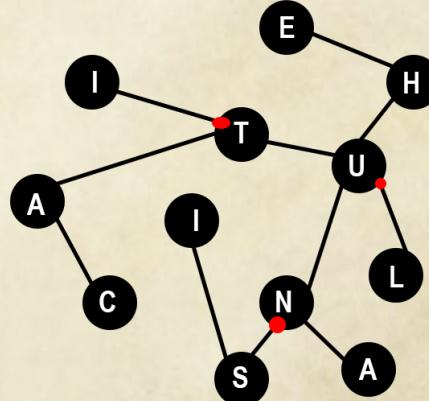
Eventually leading to a wide chamber with a huge statue of Chauntee, the Life goddess. Once you enter the chamber, the statue's eyes start glowing and from both of them starts pouring water.

You start feeling the tunnel widen. Suddenly, a flash of light strikes your eyes. You are temporarily blinded and cover your eyes, as your pupils slowly adjust to the light after being in the dark so long.

After you adjust to the light, you see you are standing at the entrance of a large hall. At the other end of the hall, there's a very tall statue, 15 ft. tall of a female. The light is emanating from her eyes. The light fills the room, which you can see now contain 12 basins, sunken to the floor. On the bottom of each basin, there's a letter.

As you step into the room, a sound of rushing water creeps in and a moment later, where the light bursts from the statue's eyes now water begin to pour down to the basin at the feet of the statue.

The room contain 12 pools, empty. On the bottom of them, letters: A T U H E N A C S I L I and three corks. PCs need to figure out which pool is connected to which other and cork the right tunnels so the name CHAUNTEA pools will be filled with water.



ENCOUNTER

Once they solve the riddle, the criminal sailors led by Damin arrive at the scene, attacking them. Additionally, Hanska arrives as he hasn't heard from Vanya for a long while and a three-way battle ensues.

Vanya have to convince her tribesmen that the PCs are OK and shouldn't be attacked.

THE MAGICAL CHAMBER

Finally, after the battle subsides, they enter the final chamber, where each of them is greeted with a ghost of a familiar which tells them that they love them and miss them dearly and hands them an amulet (each one's different according to the character) that will protect them further on their journeys ([Sound](#)).

The familiars are a projection of the characters from the PCs view internally. Therefore they don't actually know things that PCs don't know, rather resurfacing feelings and subconscious information that was held inside of them all along.

VANYA - HER PARENTS.

Vanya steps into the chamber and sees two figures, a man and a woman. Their appearance is somewhat familiar to you but for the life of you, you cannot point where from.

*"Hello Vanya,
look how much you've grown.*

*I'm sorry we had to part at such an early stage of your life.
The gods have decided that our aid was needed, and we didn't have much of a choice."*

Vanya will likely to get angry at them, as they left her orphaned and she doesn't care about any gods. They give her the amulet of the wild, enhancing her druidic abilities (+1 WIS).

The amulet is crystallized green, leaf shaped amulet, bordered in golden metal framing the green stone.

TOMA – HIS SISTER

Once you enter the room, your breath catches. You are unable to speak as the image of your sister is formed in front of you.

“Hello, brother.

I am so sorry our lives looked that way. I didn’t want you to die. I had to run away, I hope you understand that.”

She gives him the amulet of trickery, which increases his dexterity (+1 DEX).

The amulet is blue, oval, like the shape of a whirlpool. As you glance in it, you can see a whirlpool tossing and turning inside of it.

LYDIA – HER DAD AND BROTHERS

Once you enter the cavern, you start noticing in the blue mist shapes start to appear. Figures. Once your eyes are adjusted to the unnatural light emitting from the room interior, you see your father and your four brothers. They stare at you with a compassionate look.

“We are so proud of you our little Lyly. Look at you, an adventurer of the high seas.”

“I hope we can see you again, my darling, I love you and am waiting for you. Your spot by the fireplace is always there for you wherever you are, whenever you will return.”

They give her the amulet of courage, which increases her strength (+1 STR).

The amulet is amber red, diamond shaped with a spark in it. Once you glance at it, you swear you can see fire dancing inside.

CREDITS

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