

WAKE OF THE WIND FISH



FREEBIE VERSION

LEVEL 4 ADVENTURE



**IMMERSIVE 5E ONE-SHOT ADVENTURE
FOR THE WORLD'S GREATEST RPG GAME**

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This is a freebie version of the level-4 adventure, *Wake of the Wind Fish*.

It includes the first two chapters of the full adventure.

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INTRODUCTION

BEFORE YOU BEGIN PLAYING

Read the adventure once or twice. Take notes of anything you would like to highlight or remind yourself of while running the game. Such notes could include, but are not limited to, ways to role-play an NPC, combat tactics for a creature, or the locations of important things. Familiarize yourself with the adventure's appendices and maps.

- Have all the material and accessories you will use to aid you in running this adventure. Such as flashcards, a GM screen, minis, dice, and battle-maps.
- It is useful to have the player characters' names, race, class, armor class, and hit points in a separate and easy-to-see piece of paper or screen. It may also be important to note other things like backgrounds and personality traits.

PLAYING THE DUNGEON MASTER

You have the most important task. The GM is the table's narrator and organizer for a good game. You must take care of the narrative and adjudicate the party's actions. You transform these words into a living thing.

Here are a few guidelines to help you make this happen:

You have the Power. You make the decisions about the adventure progress and how the group interacts with NPCs, creatures, and the setting's elements. You are encouraged to improvise and change things. Each group is different and they will all have different needs and things they enjoy and things they don't like.

Give Them a Good Challenge. You are the judge of your group's experience. Give them a well-balanced challenge to keep them engaged. A good challenge does not necessarily mean combat. Try to feel out what your group is more interested in and try to give them what they crave. A role-playing situation like a tough negotiation, an interrogation, or calling a favor may be as intense as a full-blown battle.

Do not Stall. If the game starts to slow down because the players are unsure of what to do, feel free to provide hints, clues, or a helping NPC to nudge your group in the right direction. Players can get frustrated if they are unable to react to the adventure due to the lack of necessary information. Hints and clues may present themselves as "ideas" or "thoughts" the characters have. An alternative method is to introduce an NPC who will provide a veiled suggestion to the characters directly and serve as the "GM's voice"

CREATING AN ADVENTURING PARTY

This adventure does not rule out any combination of races, classes, or other features. There are no alignment requirements for this adventure but it is suggested that at least half the party is of good alignment. Otherwise, the incentives for finishing the adventure are curiosity and/or the promise of gold. Good or neutral alignment are recommended for new players.

If you are playing with a new batch of PCs, ask the players why their heroes are together and acting as a team. Each player may choose one or two options from the following list to justify why they are together. This will help the game go smoother from the beginning and it will give them a few cues on how to interact with each other.

- Two characters are childhood friends. They come from the same city or town.
- One character saved another PC's life a year ago.
- One character owes money to another.
- Two or more characters are currently employed as mercenaries by the same guild.
- Two characters of the same race are relatives (siblings, cousins, etc.)

This list is not exhaustive. Players are free to invent reasons why they already know each other.

As the GM, you are free to disregard this if your players are experienced enough. These instructions are designed to kick-start the game from the top and help new players get a hold of the group faster. A group of experienced players might get together and come up with reasons to work together on the fly with little to no difficulty.

ABOUT LINEARITY AND PLAYER AGENCY

This adventure includes several approaches that the adventurers may take and several variants in the conclusions of each chapter. These options are not exhaustive but there is a limited amount of information or options a module can include. This adventure, as written, is somewhat linear but the intention is not to constrain players' creativity and options. We have included what we believe are the most likely courses of action in the adventure.

ABOUT NOTATION

Some events or things described in this document express their odds of happening in this format: "1-in-6", "2-in-6" and so on. This means that the GM rolls a d6. Rolling the first number or less means success.

There is a 2-in-6 chance of finding the hidden door.

This means that a player or the GM rolls a 1d6, on a result of 2 or lower, the hidden door is found.

ADVENTURE PRIMER



The Wind Fish has brought life to our people for ages. Please help us repay its kindness.

Water Genasi Villager

WHERE TO ADD THIS ADVENTURE

Wake of the Wind Fish is a tier-1 adventure optimized for level 4 characters. The adventure focuses on the exploration of a cave system that leads to an ancient place of worship. The figure of adoration of a water genasi settlement has returned to its nest after hundreds of years. The astral Wind Fish has returned seeking aid; a malevolent bio-electric anemone has lodged itself in the fish's heart and threatens its life. Only adventurers can help and find the missing priestess within the astral fish.

Forgotten Realms. In the Moonshae Isles. Near the mountains north of the Dernal Forest.

Eberron. In Karrnath, where the river Scions Sound meets the northern sea. East of Stormhome.

Estimated Duration: 6 - 8 hours.

ADVENTURE BACKGROUND

There is a town of water people by silent shores. A settlement protected by rocky terrain and nearby mountains. The people of Zorannia have lived in peace for centuries. They live apart from the noisy and busy cities and metropolises of humans and dwarves. They are water genasi. Life by the sea is natural for them.

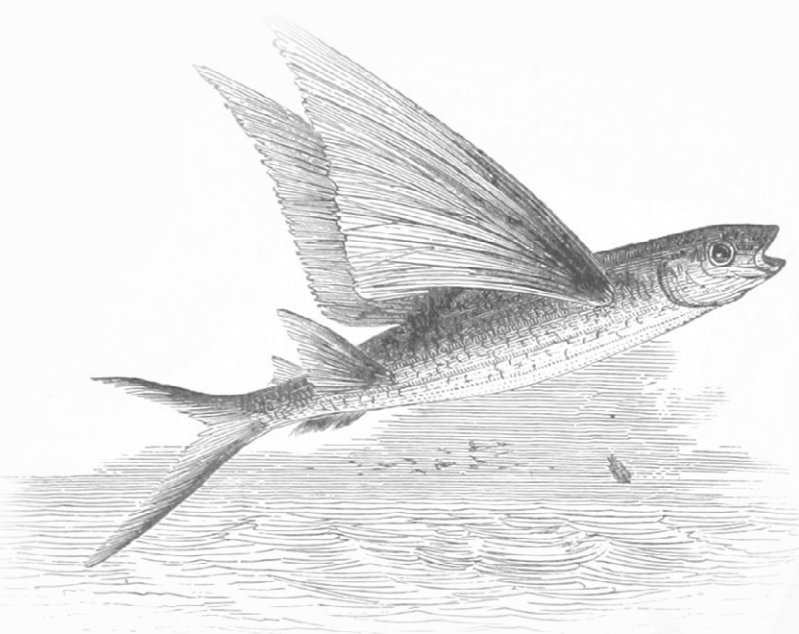
Zorannians feel blessed and consider themselves unique. Their proud behavior has grown little by little over the years. The Wind Fish is the source of this pride; an astral fey entity that visits their town once a year. Its passing is a sight that appeases the hearts of the genasi. The Wind Fish yearly visits are seen as a good omen.

THE WIND FISH AND THE NEST

The Wind Fish has visited the water genasi once every year for the last three centuries. It floats and passes through the rocky surface of the mountain as if it were not there. The genasi feared it at first and hoped it'd not return, but it kept coming back each year.

With time, the genasi admired and trusted the beautiful aquatic fey beast. After all, every time the fish came, flora and fauna at the sea multiplied. Its presence always meant good things. One year, the water genasi climbed the mountain to see it from up close. They saw it pass through the mountain as if it were water. During its flight, the fish transmitted a telepathic message to the curious genasi. It shared its name, pronounced in an ancient tongue that the genasi did not understand. Nor could they pronounce it, so they named it Wind Fish.

Fifty years later, the magical creature chose a spot to land inside the mountain next to Zorannia. The Wind Fish rests for a day or two before taking to the air again and leave for another year. The mountain cavern was initially unreachable to the genasi, who couldn't go through the rock like the fish. To meet the Wind Fish in the flesh, the genasi dug and built a temple inside the mountain. They felt honored and blessed to "host" the Wind Fish's visit for once, if only for a couple of days. They named it the Ancient Nest. Unfortunately, after a hundred years, the Wind Fish stopped landing there and chose a spot in a different mountain. It wasn't displeased, it just changed its ways. The genasi abandoned the now useless temple and opted not to build more shrines in case the Wind Fish had a change of heart again.



The genasi don't visit the temple anymore. The place has been abandoned for more than two hundred years. The Wind Fish changes its behavior every half-century or so, the genasi have learned this. It either changes spots to rest or simply flies by in a matter of minutes. Regardless of what the fish does or how long it stays, the genasi love its yearly visits and look forward to them.

A DEITY IN DISTRESS

The Wind Fish's last visit saddened the hearts of all genasi. The fish landed with difficulty at the Zorannian shores. It looked sick and weakened. A parasite known as a bio-electric anemone found its way into the Wind Fish's body. One of the genasi leaders wanted to help and approached. The young priestess, Nari, asked her people to keep their distance so she could attempt to examine it.

Nari, the priestess, touched the fish and not only did she feel its life force weakening, but she also felt the presence of a savage and dangerous intruder. The Wind Fish communicated this to her with a faint telepathic exchange. It was enough for the priestess to rush to its mouth and enter. She needed to find the source of the disease and end it somehow. Nevertheless, the young priestess's rush to help and sudden disappearance made it seem like the fish swallowed her whole. The water genasi couldn't help but scream in horror as they saw their god eat one of their leaders. Some ran to save the priestess but the Wind Fish, startled and scared, took off and returned to its former spot in the mountain, the Ancient Nest. There, it rests as it did almost two centuries ago, waiting for the priestess to help it, or for the disease to end its suffering.

The genasi are helpless. The temple is taboo for them since they stopped going; no one dares to enter. And what's worse, the former temple is mostly destroyed due to cave-ins. The path to the Wind Fish must be dug out. Both the fish and the priestess's lives are in danger.

ADVENTURE OVERVIEW

This section provides an overview of the chapters and how the adventure is most likely to play out:

1. Finding the Ancient Nest. The adventurers meet the water genasi, Slate, and Falandir, a drow who is with them at the moment. The dark elf knows the way to the mountain and has even delved inside it. He can't go any further due to the blocked tunnels and cave-ins.

2. Inside the Wind Fish. The adventurers find the Wind Fish in the Ancient Nest and hear its call for help in their minds. The inside of the Wind Fish is a complex and dangerous dungeon. The adventurers must find the bio-electric anemone and slay it to save the Wind Fish.

ADVENTURE HOOKS

Wake of the Wind Fish may begin with one or more of the following adventure hooks:

A SCHOLAR'S REQUEST

A renowned investigator is looking for a group of adventurers to retrieve a rare ingredient. The scholar tells the adventurers about a genasi town beside a mountain where a mythical creature passes by each year. The thorough investigator has tailed the Wind Fish for about a decade. He knows that this is the time of the year when the fish comes back. The scholar asks the adventurers to find a way to take a sample of the creature's scales. He says there's a thing called "astral scales" which only grow in denizens of the Astral Sea. He offers to pay 1,500 gold pieces for ten flasks of healthy scales.

A WAY AROUND TABOO

The people from Zorannia are in dire need of help to rescue their priestess. But none of them dare break the taboo and return to the Ancient Nest after more than two-hundred years of abandonment. The drow explorer and guide in town, Falandir, is willing to help the poor genasi, but he cannot do it alone. Slate, the priestess's brother, posts a bounty contract. He offers 1,250 gp to find a cure for the Wind Fish and save his sister.

NATURE'S CALL

The Wind Fish makes a telepathic call to reach the minds and hearts of barbarians, druids, rangers, or any other protector of nature. Its message describes its poor state of health and begs all those that can hear it to help. This call for help manifests itself in the shape of dreams and visions. The face and anguish of the priestess can also be felt within the message. Visions of a dark, corrupted parasite interrupt communication at times. The strange message ends with a lingering feeling of urgency.

FINDING THE ANCIENT NEST



I can't explain it, I just can't go... Please help my people. Save my sister and the Wind Fish!

Slate

The people of Zorannia don't know what to do or how to help. It pains them to know the Wind Fish requires their help, and it hurts them more to accept that their taboos are stronger than their will to help. They aren't to blame; none of the genasi today lived when the Ancient Nest was built. Therefore, many of them shun the place because their parents taught them to do so. The taboo has only grown stronger generation after generation.

A current visitor of Zorannia is a drow named Falandir. He is an explorer and investigator. When he arrived, the priestess had already been swallowed by the fish. Curious, Falandir went to the Ancient Nest but couldn't go past the cave-ins that block the tunnels. He needs help if he is to return. Slate, the young priestess's brother, begs the adventurers and the drow to find and save both the Wind Fish and his sister if she still lives...

ZORANNIA, GENASI SETTLEMENT

Zorannia is a small-sized town located by the shores of a mountain range. It is not a simple task to get there due to the irregularly maintained roads and almost non-existent signals or road-signs. The water genasi are content with their isolation from outsiders.

Zorannians have developed particular customs and ways related to the Wind Fish's annual visits. Their blankets, cloaks, and home decorations are embroidered with fish scales or fish drawings. Religious phrases regarding the annual visit of the fish are common too.

The Wind Fish is mentioned often in Zorannia. All genasi see it as a symbol of peace, strength, and health. The locals never speak ill of the Wind Fish.

THE ANCIENT NEST TABOO

The adventurers arrive at Zorannia to a heavy atmosphere of sadness and gloom. The genasi worry about the fish and the priestess. Regardless of the **Adventure Hook** that brings them here, the adventurers soon meet Slate, and learn of the current situation in town. Slate explains that genasi will not approach the Ancient Nest due to the old taboo. He introduces Falandir, a drow investigator and explorer who is curious about the Wind Fish and wishes to help. Falandir tells the adventurers about his previous attempt to find the Ancient Nest.

CURRENT STATE OF THE ANCIENT NEST

The Ancient Nest has been abandoned for more than two hundred years. It is deteriorated and mostly destroyed. Little remains of the shrines and beautiful decorations that the genasi built to please Wind Fish.

The Wind Fish recently used most of its energy to fly up to a safe spot, the Ancient Nest. However, after so many years of abandonment, critters and other creatures of the dark have filled the irregular caverns near the Ancient Nest. Falandir could not explore the caves further alone because of the dangerous fauna in the caves.

The seasoned explorer gives a detailed description of what he saw but explains that removing the rocks to reveal the passages won't be easy. The lives of both the Wind Fish and the priestess are at risk, and the journey through the caves might take longer than they wish. Slate asks the adventurers and Falandir to leave for the mountain as soon as they can and wishes them luck. They shall be rewarded by the Zorannian people.

SLATE, THE PRIESTESS'S BROTHER

Water Genasi (age 31)

Slate is taller than the rest of the water genasi. His facial features are fine and aesthetic. He has light blue piercing eyes. Slate can stare at someone forever, he has a strong will. Slate is a fisherman and a craftsman of shell jewelry. His impotence to help Nari, his sister, are visible. He cannot contain his frustration as he realizes his mental taboos are greater than his courage.

He begs the adventurers and offers gold (see **Adventure Hooks**) as long as they help his sister and the fish.

Manner. Slate never stops staring at people in the eyes.

Ambition. He wants to help his sister and the fish.



FALANDIR, THE ELF GUIDE

Drow (age 142)

Falandir (**scout**) is a seasoned explorer and investigator. He writes books and studies on lots of things and right now, he is curious of this entity called the Wind Fish. As much as he wants to help, he cannot do it alone. He offers the adventurers to go with them. He just asks to be allowed to take notes and document their journey. He also shares all he can about his first exploration of the mountain, when he failed to find the Ancient Nest.

Manner. Falandir always has a small handbook at hand and takes notes of almost everything he sees and hears.

Ambition. He wants to know all about the Wind Fish.



EXPLORING THE ANCIENT CAVERNS

The adventurers need light sources and digging equipment to find the fish quickly. The longer they take to find the Wind Fish the more probable it is to run into monsters. The adventurers can dig out passages or tunnels from the places marked with an "X" (see map on page 10). Not getting ready for the digging may cause considerable delays. Ruling this procedure out is up to the GM.

It takes the adventurers thirty minutes to remove the rocks from a cave-in if they lack the proper equipment and tools. This time is reduced to ten minutes if they have them. There is a 2-in-6 chance of running into an encounter for every 10 minutes spent digging.

If the adventurers lack any pickaxes or shovels, roll three times for every passage they dig. If they have the appropriate tools, roll only once. Re-roll repeated encounters.

- 1 1d4 **giant centipedes** attack the adventurers
- 2 1d4 **dark mantles** attempt an ambush from the dark
- 3 A hungry **rust monster** tracks the adventurers' gear.
- 4 A **black pudding** attacks from a crack in the ceiling
- 5 Two **swarms of spiders** attack the adventurers
- 6 A pair of **centipede swarms** attack the adventurers
- 7 1d4 **shadows** attack the first living creature they see
- 8 1d3 **giant spiders** descend from webs to attack

GENERAL FEATURES

The following descriptions of areas A1 through A9 correspond to the Ancient Nest caves map.

Light. The astral body of the Wind Fish creates the only light in the caves. Its glow is faint and weak.

Magical Presence. The Wind Fish's magical presence grows stronger the more the adventurers travel south.

Cave-ins. Places marked with an "X" (see map), can be dug out to create tunnels. How long that takes depends on the equipment available. This also determines the number of random encounter rolls (see **Exploring the Ancient Caverns**). Not all tunnels have to be dug out. Some of them lead to dead-ends that make the exploration more time-consuming and dangerous.

Ruins. The whole place is in ruins. After two centuries, little has survived the passage of time.

A1. ENTRANCE

Dark (sunlight does not reach the underground caverns).

Footprints (a set of humanoid footsteps go in and out).

After a long and exhausting walk through the side of the mountain, the adventurers reach the cave entrance of the former genasi temple, the Ancient Nest.

If Falandir is present, he explains the footprints on the ground are his. He points toward the two cave-ins to the south that take to area A6 (see map) and says he could not go any further from there. He mentions another cave-in north (area A2) and adds he found nothing in area A4.

A2. CENTIPEDES' HOME

Bones (riddled with bite marks, scattered all over).

Clicking sound (can be heard through the walls).

Some of the walls of this room have spots that show the original temple's stone. Patches of limestone and granite peek in between the rocky formations. This is the home of three **giant centipedes**. Falandir is unaware of them as he was not attacked during his visit. The insects do not hesitate to attack a whole group of adventurers.

A3. DARKMANTLE LAIR

Bones (riddled with bite marks, scattered all over).

Filth (floor stained with guano-like droppings).

The adventurers waste their time coming here. This area increases their chances of encountering a random enemy, and causes them to stumble into a darkmantle nest.

Ambush from the Dark. Four **darkmantles** disguise themselves as stalactites. They wait for potential prey to stand right under them so they can surprise them. If two of them drop to 0 HP, the other two attempt to flee.

A4. FORMER SHRINE

Coffin (granite, limestone, cracked and deteriorated).

Columns (weak, the southwest column collapsed).

This chamber still has some of its original flooring. Cracked, stained stone tiles are what remain. A lonely coffin lies by the east wall. It belongs to the water genasi who took the credit for building this place. The people of Zorannia considered it an honor for him to rest for eternity here, after his death. The Wind Fish still came to the Ancient Nest here when the architect passed away.

An angered ghost. If the adventurers interact with the coffin in any way, the **ghost** of a water genasi manifests. It points at the adventurers and brands them grave-diggers, defilers of tombs, and attempts to possess one of them. A *calm emotions* spell softens the ghost's predisposition to harm the adventurers; the ghost agrees to hear them out. If the adventurers explain why they are here (to help the Wind Fish), the ghost leaves them be.

A5. SECRET TUNNEL

Narrow (allows for one medium creature to pass).

Dangerous (home to poisonous insect critters).

The adventurers can use this tunnel to reach areas A7 and A8 without passing through A6. However, their passing disturbs the home of hundreds of tiny spiders.

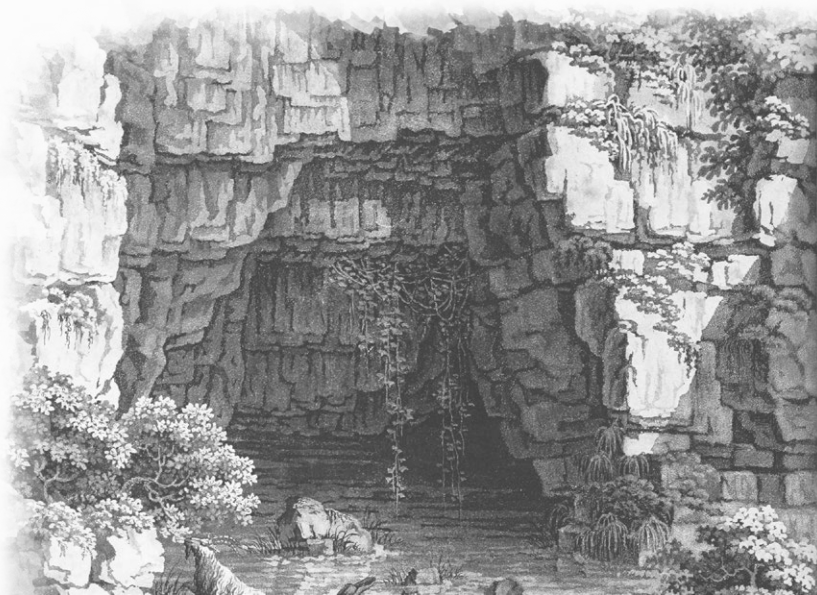
Spiders. Two **swarms of spiders** attack creatures that pass through this narrow tunnel. Both swarms disperse and flee if they are reduced to half their hit points.

A6. SPIDER LAIR

Bones (riddled with bite marks, scattered all over).

Webs (sticky web strands fill the chamber's ceiling).

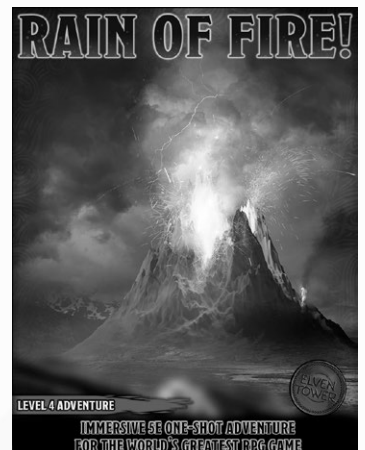
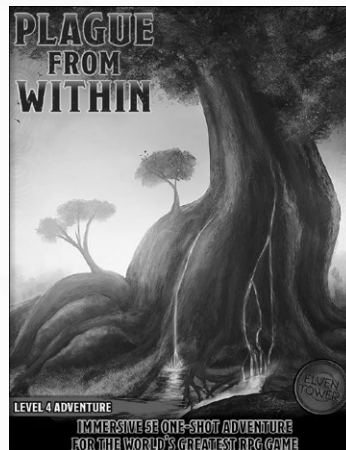
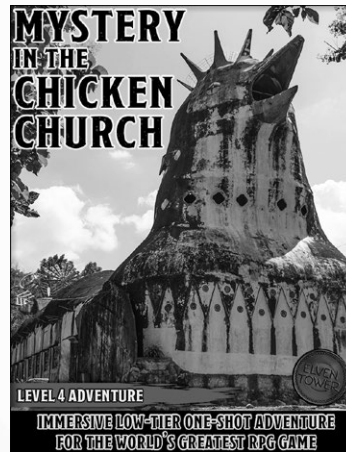
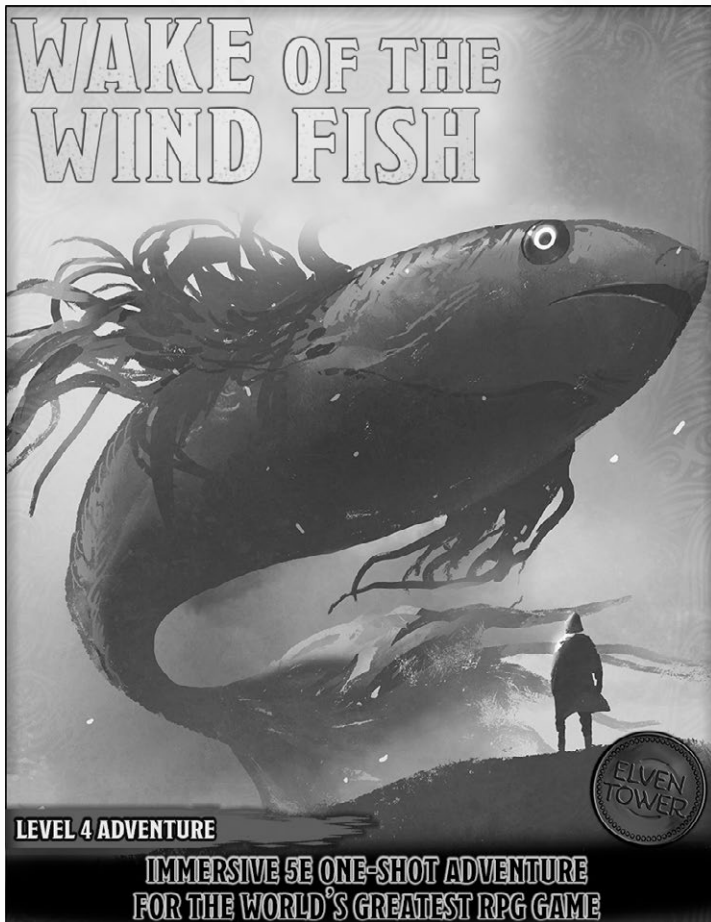
There is a passage that takes to area 8 and an empty cave to the south of this area. The largest cave here is the home of three **giant spiders**. The arachnids attempt to trap enemies with their webs from the ceiling first. The spiders flee through holes in the ceiling if they are reduced to half their hit points or if two of them die.



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