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A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

BY DAK

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It is not often that adventurers get approached to do a favor for the military, but they're offering good coin for nothing more complicated than a quick trip across the Sea of Fallen Stars. Who are you to say no? A Living Forgotten Realms adventure set in Akanûl for characters levels 11-14.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels <# - #>. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

This adventure begins in the port city of Lower Breen. An encryption code book has been brought to the city and is to be transferred to the sailing ship *Swift Current* for transport to Aglarond. PCs that played *AKAN1-5 Shell Game* will have seen the book (or at least the package that it was contained within) and heard of the ship previously. The Akanûl military requires the book to be delivered to their agents in Aglarond and requests the PC accompany the ship to protect it against any threats on the voyage. Very simply, they expect the ship to be attacked and wish to hire the PCs to protect the book.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

There are a great many fine taverns in the port city of Lower Breen. With such a wide number of choices you can easily find one that suits your tastes while you look for work or wait for passage on one of the many ships that depart the port on a daily basis. Having just settled in to enjoy a meal and a drink or two, you see a watersoul Genasi of obvious military bearing enter followed by two others bearing the insignia of the Akanûl navy. Perhaps it is just good fortune and perhaps it is your reputation, but he seems to have found what he was looking for when he spots your table.

DM'S INTRODUCTION

The Genasi approaching the table is Firit, a high ranking officer in the Akanûl navy. He has come to this tavern searching for adventurers to escort a code book to Aglarond. Any PC with *AKAN08 Courier*, the story award from *AKAN1-5 Shell Game* will be recognized as having previously completed a task for Yvaria the owner of the *Swift Current*, and greeted by name.

NOTE REGARDING THE DIPLOMATIC POUCH

At any point in the first two fights (Encounters 2 and 4), the creatures will depart if offered (and given) the diplomatic pouch.

ENCOUNTER 1: THE JOB

SETUP

Important NPCs:

Commander Firit E'Sayr (Bluff +14, Diplomacy +17, Insight +16)

Captain D'Allayri (Bluff +10, Insight +10)

This encounter gives the PCs a chance to question Firit regarding the nature of the package he wants them to deliver as well as what dangers they might expect along the way.

"You have the look of seasoned adventurers about you. This is good as I have need of just such a group. I have a schooner about to debark, bound for Aglarond and I fear that it may require more than its crew to defend the package it carries. I can offer you both coin and the thanks of the crown if you are willing to provide the extra protection on this trip."

Questions the PCs may ask:

Who are you? "I am Commander Firit E'Sayr of the Akanûl Navy and leader of the detachment that oversees this port."

What is the package? "The package is a delivery to our embassy in Aglarond. It is a diplomatic pouch, the size of a small bag with some relatively light contents. I am not at liberty to discuss those contents, save that I am assured they are not, of themselves, of danger to the ship. (A successful DC 21/23 Insight check notes that the Commander is not entirely sure that the package is safe. If he is asked further about this aspect, he indicates that he was certainly told the package was safe, but he mistrusts the motives of the diplomats and suspects they may have been lying)."

What sort of trouble should we expect? "As little as a week ago, I would have said nothing more than your typical pirates and such. The *Swift Current* could deal with those, or out-sail them. Now, however, I think we may be in for stiffer opposition, though I do not really know why. A week ago, this original package was delivered here and it ran into a lot of opposition reaching the port from Airspur. Mercenaries, of far greater quality and power than one would expect for a diplomatic pouch. If I were to venture a guess, I would say the interest in this pouch did not end at the water, for whoever it is that wants it."

When do we leave? "The *Swift Current* sets sail at first light tomorrow. You will find it down at the docks, first pier. If you accept, your names will be known to the crew and they will allow you onboard without challenge. Captain D'Allayri, in particular, will know you are coming and will warn her crew."

What will we be paid? "I offer you 400/600 gp. I will provide this up front upon your arrival at the ship, and ask the Ambassador in Aglarond to provide additional compensation if your presence was actually necessary."

(If the PCs negotiate with a successful DC 25 Diplomacy check, they can increase the up-front payment to 500/700 gp, but this increase comes off the later payment in Encounter 6).

Why us? Why not have the Akanûl government send troops with you? "My best naval units here are out at sea on patrol right now and not due back for days. What is left for my use is...of little consequence. I want an effective deterrent on my vessel, not a collection of raw naval recruits."

How long will this take? "The ship should take approximately five days to reach port in Aglarond."

(This is true as far as the Commander knows, but the journey actually takes eight days, given the problems encountered in this adventure.)

OTHER MEANS OF GATHERING INFORMATION

PCs may attempt History, Streetwise and similar checks during the course of this encounter, with the Commander or other parties in Lower Breen to confirm the various details above. They are all, as far as anyone knows, entirely valid. Nobody in the city has any idea who might be behind the attacks on those delivering the diplomatic pouch, nor does anyone know what is in it - wild rumours, of course, abound and can be used by the DM as deemed necessary. Standard DC's for the checks should be 14 in all cases. As the PCs are generally considered intimidating, use a DC of 11 for checks of that nature, noting that the Commander will be displeased if he is made aware of this particular interrogation method.

ENDING THE ENCOUNTER

Assuming the PCs accept the job, they can spend the remainder of the day resupplying and looking for more information. The ship sets sail at first light.

The Commander does not board the vessel. The PCs should be encouraged to set up watch rotations and the like, and familiarize themselves with the map of the ship (see Encounter 2). After two days at sea, proceed to the next Encounter.

The ship itself is crewed by 21 sailors and officers and Captain D'Allayri, a 15 year veteran of the Akanûl navy. All of the sailors are either water or storm soul genasi, with an even mix of males and females. As they have been ordered to accept the PCs on board, none of them make any trouble and anyone showing an interest in the vessel or any part of it is welcomed.

The Captain is polite to all PCs but really has little time for this additional cargo, as far as she is concerned. She does not directly insult the PCs, however, and simply keeps to herself. She will not discuss the diplomatic package or allow any PC to see it - the package is stored in her cabin, however, and a DC 18 Stealth and Perception check (one of each) allows any PC who wishes, the opportunity to see the package. All that it contains are a series of scrolls (letters for the Ambassador, detailing various government instructions) and a book. The book is protected by a DC 43 Mask Aura (see *Draconomicon* for details) and is otherwise an unremarkable cipher book. Note that the size of the ship precludes the captain from getting out of range of the focus of the spell (the jewelry she is wearing).

TREASURE

The PCs are provided with coin as per their arrangement with the Commander upon boarding the vessel: either 400/600 or 500/700 gp each.

ENCOUNTER 2: THE SHIP

ENCOUNTER LEVEL 12 /14 (700/840 XP)

Prior to starting this Encounter, it is best to have the PCs establish a shipboard routine. Include their rotations (if any) and what they would be doing on any given day, without obvious threats. Once those are established, it should be relatively straightforward to place them on the deck of the *Swift Current* as their interest dictated. Allow for some discussion and contemplation, as it is going to be readily argued (and quite reasonably) that the sudden calm would alert the PCs and allow them to shift about on deck.

This attack takes place mid-morning of the third day at sea, after the calm has set in. Anyone on night duty has had sufficient sleep at this point.

There are three marines on board, each with a passive Perception of 20, to assist the characters.

SETUP

This encounter includes the following creatures at low tier:

- 1 Kuo-toa Whip
- 1 Kuo-toa Monitor
- 1 Kuo-toa Marauder

This encounter includes the following creatures at high tier:

- 1 Kuo-toa Whip
- 1 Kuo-toa Monitor
- 1 Kuo-toa Marauder (lvl 16)

The kuo-toa start in the water all around the ship (at the discretion of the DM for location) and board as their first action (as part of a surprise round - see below). For the purposes of getting out of the water, assume the kuo-toa all succeed on a DC 10 Athletics check to scale the sides of the ship on this first attempt.

Having been sailing for two days and now into the third, the sea takes on a strange calm that seems to unsettle the crew.

An Arcana or Nature check DC 25 will determine that the calm is definitely unnatural and caused by magical manipulation of the local weather. Anyone making such a check gain a +2 bonus to the subsequent Perception check.

Some ten minutes after the becalming, kuo-toa approach the ship underwater to attack it. Anyone with a passive Perception of 23 or higher sees shadows moving under the water and may act in the surprise round as the kuo-toa surface and move on to the ship to attack. When the kuo-toa attack, read the following:

The strange calm is shattered by the sounds of weapons and armor hitting the hull of the ship, as strange creatures with bulbous eyes and greenish skin climb aboard. Dozens are swarming from all sides, but a small group of them head directly for the main deck while the remainder begins to destroy the ship itself. Captain D'Allayri barks out two commands, then slumps over a rail and collapses into the water, four harpoons having found a mark...

The ship's crew and marines spends this entire fight attacking and trying to minimize the damage from the kuo-toa who are not listed above. The Captain is dead - saving her is not possible, but if a PC spends an entire turn ascertaining this fact, they gain a +2 on their first skill check involving interaction with the crew. If a PC is entirely insistent about attacking some of the dozens of others, use the kuo-toa minions from the Monster Manual (Kuo-toa Guard, MM p. 172) but replace any who are damaged each round with an equal number - the main force of the kuo-toa will not break until their leaders (who are the group attacking the PC's) fall.

FEATURES OF THE AREA

Illumination: Bright Light

The Ship: Any character that is push/pull/slide off the side of the boat receives a +2 for the save given the railings, and remains standing if they succeed (they are not prone). The ship itself is only approximately 8 feet from the waterline to the deck, and a DC 10 Athletics check is required to scale this (if anyone ends up in the water). Note that the kuo-toa make this check automatically on the first round.

Stairs on Ship: Ship stairs are difficult terrain going up but regular movement to move down. Railings at the top and bottom make the edges all hard corners. The decks are 8 feet apart, meaning that a fall from the aft does not do any damage.

Barrels and equipment on the ship: All barrels and equipment are full and are blocking terrain. They can be moved through with a DC 18 Athletics or Acrobatics check and can provide cover.

The Water: The water is calm and therefore fairly easy to navigate and swim in. It requires a DC 10

Athletics check to tread water or swim (with the usual rules).

TACTICS

The kuo-toa are specifically here to delay matters and attack the ship. The PCs are, at best, a distraction to them (albeit more than likely a lethal one). The marauders (if there are more than one) fight as a team, attempting to take down individual PCs and being more than happy to engage defenders or the like in an ongoing battle. The monitor and whip try to support the marauder(s) or move around as much as possible to making damaging them more difficult.

Track the number of complete rounds the combat takes, as this is necessary information for Encounter 3.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 1 Kuo-toa Marauder

Six PCs: Add 1 Kuo-toa Whip

ENDING THE ENCOUNTER

Should the PCs succeed in capturing one or more of the kuo-toa for questioning (and have the ability to speak Deep Speech), they can learn that their whip received instructions from their aboleth masters to attack this ship and stop it. They were told very specifically not to sink it, just to slow or stop it.

If the PCs are defeated in this encounter, the kuo-toa depart after rendering the ship almost entirely unseaworthy. Remaining crew nurse the PCs back to health but the PCs automatically fail Encounter 3 (Stuck at Sea) as a result. The adventure then continues with Encounter 4.

Regardless of the results of the combat, the captain of the vessel and the first mate both die in the attack. The remaining officers are dispirited and demoralized, as represented in the subsequent skill challenge. Returning the two individuals to life by use of rituals is quite acceptable, but does not change the overall impact of the subsequent skill challenge.

EXPERIENCE POINTS

Each character gets 700/840 XP for defeating the kuo-toa.

TREASURE

The kuo-toa carry no treasure.

ENCOUNTER 2: THE SHIP STATISTICS (LOW LEVEL)

Kuo Toa Whip	Level 16 Controller (Leader)
Medium natural humanoid (aquatic)	XP 1,400
Initiative +12 Senses Perception +16; darkvision	
HP 156; Bloodied 78	
AC 30; Fortitude 28, Reflex 27, Will 27	
Speed 6; swim 6	
m Pincer Staff (standard; sustain standard; at-will) ♦ Weapon	
Reach 2; +22 vs. AC; 1d8 + 6 (14+3d12 on crit) damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10+3 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.	
R Lightning Strike (standard; at-will) ♦ Lightning	
Ranged 10; +18 vs. Reflex; 2d8+5 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.	
A Slime Vortex (standard; encounter)	
Area burst 4 within 20; targets enemies; +18 vs. Fortitude; 1d10+5 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides three squares and is knocked prone.	
Miss: Half damage, and the target slides 1 square.	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Skills Dungeoneering +16, Religion +15	
Str 17 (+11) Dex 18 (+12) Wis 17 (+11)	
Con 20 (+13) Int 15 (+10) Cha 18 (+12)	
Equipment coat, +3 vicious pincer staff, headdress	

Kuo Toa Monitor	Level 16 Skirmisher
Medium natural humanoid (aquatic)	XP 1,400
Initiative +15 Senses Perception +15; darkvision	
HP 153; Bloodied 76	
AC 30; Fortitude 27, Reflex 28, Will 26	
Speed 6; swim 6	
m Slam (standard; at-will) ♦ Weapon	
+21 vs AC; 2d10+4 damage.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs AC; 1d8+5 damage.	
M Leap Kick (standard; at will)	
The kuo-toa monitor shifts 2 squares and makes a slam attack.	
R Lightning Fist (standard; encounter) ♦ Lightning	
+19 vs. Reflex.; 3d8+4 lightning damage, and the target is stunned (save ends).	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Skills Acrobatics +18, Dungeoneering +15	
Str 19 (+12) Dex 20 (+13) Wis 15 (+10)	
Con 17(+11) Int 15 (+10) Cha 16 (+11)	
Equipment leather armor, crossbow with 20 bolts	

Kuo Toa Marauder	Level 12 Skirmisher
Medium natural humanoid (aquatic)	XP 700
Initiative +11 Senses Perception +11; darkvision	
HP 119; Bloodied 59	
AC 25; Fortitude 22, Reflex 23, Will 21 (25 while bloodied)	
Speed 6; swim 6	
m Skewering Spear (standard; at-will) ♦ Weapon	
+17 vs. AC (+19 while bloodied); 1d8+4 damage, and ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa marauder makes an attack against the attacker: +15 vs. Reflex; a weapon wielded by the targets drops in the target's space.	
Quick Step (minor, usable only while bloodied; at will)	
The kuo-toa marauder shifts 1 square.	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 15 (+8) Dex 16 (+9) Wis 11 (+6)	
Con 15(+8) Int 11 (+6) Cha 13 (+7)	
Equipment leather armor, slimy light shield, spear	

ENCOUNTER 2: THE SHIP STATISTICS (HIGH LEVEL)

Kuo Toa Whip	Level 16 Controller (Leader)
Medium natural humanoid (aquatic)	XP 1,400
Initiative +12 Senses Perception +16; darkvision	
HP 156; Bloodied 78	
AC 30; Fortitude 28, Reflex 27, Will 27	
Speed 6; swim 6	
m Pincer Staff (standard; sustain standard; at-will) ♦ Weapon	
Reach 2; +22 vs. AC; 1d8 + 6 (14+3d12 on crit) damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10+3 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.	
R Lightning Strike (standard; at-will) ♦ Lightning	
Ranged 10; +18 vs. Reflex; 2d8+5 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.	
A Slime Vortex (standard; encounter)	
Area burst 4 within 20; targets enemies; +18 vs. Fortitude; 1d10+5 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides three squares and is knocked prone.	
Miss: Half damage, and the target slides 1 square.	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Skills Dungeoneering +16, Religion +15	
Str 17 (+11) Dex 18 (+12) Wis 17 (+11)	
Con 20 (+13) Int 15 (+10) Cha 18 (+12)	
Equipment coat, +3 vicious pincer staff, headdress	

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HP 153; Bloodied 76	
AC 30; Fortitude 27, Reflex 28, Will 26	
Speed 6; swim 6	
m Slam (standard; at-will) ♦ Weapon	
+21 vs AC; 2d10+4 damage.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs AC; 1d8+5 damage.	
M Leap Kick (standard; at will)	
The kuo-toa monitor shifts 2 squares and makes a slam attack.	
R Lightning Fist (standard; encounter) ♦ Lightning	
+19 vs. Reflex.; 3d8+4 lightning damage, and the target is stunned (save ends).	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Skills Acrobatics +18, Dungeoneering +15	
Str 19 (+12) Dex 20 (+13) Wis 15 (+10)	
Con 17(+11) Int 15 (+10) Cha 16 (+11)	
Equipment leather armor, crossbow with 20 bolts	

Kuo Toa Marauder	Level 16 Skirmisher
Medium natural humanoid (aquatic)	XP 1,400
Initiative +13 Senses Perception +13; darkvision	
HP 151; Bloodied 75	
AC 29; Fortitude 26, Reflex 27, Will 25 (29 while bloodied)	
Speed 6; swim 6	
m Skewering Spear (standard; at-will) ♦ Weapon	
+21 vs. AC (+23 while bloodied); 1d8+6 damage, and ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa marauder makes an attack against the attacker: +19 vs. Reflex; a weapon wielded by the targets drops in the target's space.	
Quick Step (minor, usable only while bloodied; at will)	
The kuo-toa marauder shifts 1 square.	
Slick Maneuver (move; at will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 15 (+10) Dex 16 (+11) Wis 11 (+8)	
Con 15(+10) Int 11 (+8) Cha 13 (+9)	
Equipment leather armor, slimy light shield, spear	

ENCOUNTER 3: SHIPSHAPE

SKILL CHALLENGE LEVEL 12 / 14, COMPLEXITY 1 (140 / 200 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Diplomacy or Intimidate (one or the other), Heal, Streetwise (Scene 1); Acrobatics, Athletics/Endurance, Perception (Scene 3).

With the conclusion of Encounter 2, the ship is damaged by the attack (regardless of how fast the combat was completed). The PCs now need to establish a rapport and working relationship with the crew (part one) and then work to repair the *Swift Current* so that she is again seaworthy (part two). If the captain is restored to life by the PCs, she herself requests their intercession and assistance in this task (as she is dealing with the psychological aftermath of having been dead), but her presence provides the crew with a psychological boost and all DCs in this skill challenge are reduced by 2 as a result.

In the aftermath of the battle, injured and battered sailors slump against the deck of the Swift Current. The Kuo-toa raiders have slipped beneath the waves and vanished, as quickly as they arrived. There is a sense of disbelief in the air and no leadership from the officers, who are just as dazed at this turn of events.

SKILL CHALLENGE

The PCs engage in a skill challenge to attempt to rally the crew and restore them to some semblance of organization. In this encounter, the PCs want to achieve four successes before three failures.

The group is definitely together at the beginning of the encounter, barring death's from the previous combat. Describe the scene to them, ask them what they do, translate their actions into skill checks, and then describe the next scene. Continue this process until the group has achieved four successes or three failures, noting that there are two phases.

The players might ask questions about the environment; describe the damage to the ship itself and the wounds to the crew, as well as the overall sense of disbelief at the combat that took place (coupled with the strange calm, this has the always superstitious sailors in a bad frame of mind).

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 17 / 19 check with that skill to garner a success.

The combat in Encounter 2 likewise has an impact on the difficulty of the skill challenge. For every full two rounds of combat that took place, or part thereof, add 1 to the difficulty of any checks. For instance, if it took 4 full rounds to complete the fight, add +2 to all DCs in this Encounter. If 4 rounds and a bit took place, add +3 to all DCs in this Encounter.

SCENE 1

The sailors look all around, seeking answers but not moving to repair the ship. A sense of lethargy and despair threatens all.

Move to Scene 2 after two successes or one failure.

Diplomacy or Intimidate (DC 17 / 19, one success, -2 to check if Intimidate is attempted by a dragonborn): The PCs can try to rally the crew, either through well-chosen words or by sheer intimidation. The use of one skill precludes the other in this context. Dragonborn suffer a negative to Intimidate given the historical difficulties with Tymander (a neighbouring dragonborn nation). A maximum of two people can assist this check. On a failure, the crew reacts in a hostile manner and pulls together, but there is a lot of collateral damage during repairs - this has an impact on Encounter 4 and 5.

Heal (DC 17 / 19, one success): The PCs may attempt to heal the wounds of the crew, thereby garnering praise and thanks. Additionally, this also represents making suggestions about easing pain during the repairs and continuing to minister to the wounds. On a failure, many of the wounded get worse and the morale of the crew plummets further - this has an impact on Encounter 4 and 5.

Insight (DC 11 / 12, no successes): By looking through the remaining crew, the PCs can identify the most resilient and natural leaders, bypassing the various officers in the emergency. This allows the PCs to add +2 to any subsequent check in this Encounter.

Streetwise (DC 17 / 19, one success): Working through the crew, the PCs are able to ensure that the most effective repairs are accomplished, and in a timely manner. On a failure, the crew works at cross-purposes and damages are simply not fixed efficiently.

SCENE 2

The sun beats down harshly on the Swift Current and the few stores undamaged in the attack are quickly consumed. Winds begin to batter the craft before repairs are complete and the crew takes shelter below decks.

All PCs must make a DC 17/19 Endurance check at this point. Note that PCs may remove their armor or shield for such checks, but these are considered off for the purposes of Encounters 4 and 5 as a result. Any PC trained in Nature receives a +3 bonus to this Endurance, representing their knowledge of minimizing the impact of the sun and wind. Any PC receiving a bonus against thirst (such as those from the region of Calimshan) may employ this bonus on the Endurance check. Some powers or rituals may allow the PCs to automatically succeed with the DM's discretion. On a success, the PCs make it through the impact of the environment unscathed. On a failure, the PC suffers and is subject to a -2 penalty to initiative and Reflex defences for the rest of this adventure.

Success in this scene does not count towards those successes needed for the skill challenge. Once the impact of the Scene is resolved, move to Scene 3.

SCENE 3

With the crew hard at work, it now becomes a matter of survival to get the Swift Current seaworthy to move her forward.

Proceed to Ending the Encounter once the skill challenge is finished through successes or too many failures. As above, some powers or rituals may result in automatic successes with the DM's discretion.

Acrobatics (DC 17 / 19, one success): Traversing the sails and hard-to-reach sections of the ship, the PCs help the sailors restore much of the sails to good use. If the PCs beat the DC by 12 or more, they gain a +3 bonus to their next check. On a failure, the PCs make matters worse and slow down the movement of the ship - this has an impact in Encounters 4 and 5.

Athletics/Endurance (DC 17 / 19, one success): PCs may use one or both of these skills (though only one check each) to help manhandle the various bulky objects around the ship and assist with repairs. On a failure, a few pieces fall overboard in the repair process, damaging the deck - this has an impact in Encounters 4 and 5.

Dungeoneering (DC 11 / 12, no successes): PCs may employ this skill to direct repairs with more directed focus and show the sailors how to employ better or faster techniques. There is no direct benefit from this check (no successes) but the PCs may gain a +2 benefit to any subsequent skill check in this Encounter.

Perception (DC 17 / 19, one success): Inspecting the ship, the PCs can point out the most damaged sections and ensure that proper attention is paid to such areas. Superficial damage is ignored in favour of necessary repairs. On a failure, the PCs waste time with non-structural damage - this has an impact in Encounters 4 and 5.

ENDING THE ENCOUNTER

Completing the skill challenge takes the PCs about 2 days. At the end of the skill challenge, if there have been no failures, the ship is in good enough condition to move reasonably well again. The PCs can decide whether or not to continue on to Aglarond or return to Akanûl - the junior officers defer to them.

If there were any failures in the skill challenge, they impact on future combats as follows:

- **1 Failure** - the ship lists to starboard. As a result, all terrain is considered difficult on the ship. There is no other impact.
- **2 Failures** - Much of the damage on the ship could not be repaired. Not only is the ship listing, but debris is scattered about and makes progress even more difficult. Movement is now a three times regular cost and is no longer considered difficult terrain (so effects and powers that allow for movement through difficult terrain do not work here). Shifting is no longer possible.
- **3 Failures** (failed the skill challenge) - In addition to the impact of 2 Failures, PCs must make a DC 17/19 Acrobatics check to move at all (even shifting, including shifting granted by a power). Failure means they do not move and have expended a move action (unless it was part of a power, in which case the shift simply does not take place and they can continue with the use of that power, for any portion that does not include the shift).

The PCs may think at this point to check on their package (or may have done so earlier). The protective magic (a Mask Aura ritual, from the *Draconomicon*) on the encryption book has now failed with the death of the captain and the loss of his talisman focus overboard, and it is apparent to anyone trained in Arcana (no check

required) that a ritual was hidden within the mundane text - this ritual is semi-active, allowing someone even only minimally trained in ritual casting to establish a portal with a proper activation sequence. A DC 17/19 Arcana or History check allows the PCs to determine that the ritual is used to open portals, though there is a variant being employed here. Anyone who makes a further DC 22/24 History check can then determine that the portal is designed to link to the world of Abeir and that the ritual itself is somewhat unstable, being partially activated (thus it cannot itself be transported by long-distance teleports or portals, requiring more mundane transportation means, but not being damaged by short range (eg tactical) teleportation).

There is no explanation why this particular ritual is being sent to Aglarond, nor what is intended by it. The PCs do not have the activation sequence, but obviously could research this given enough time - and if they could do so, so could anyone else with the proper skills.

The captain has no helpful journal or note explaining the package, leaving the resolution of this book a mystery.

If the PCs do not think to check the package itself, a sailor may bring the newfound power of the book to their attention (she is trained in Arcana) if a pretext is required to allow this information to be relayed to them. Naturally, if the PCs have no interest in the package at any time, this particular device does not need to be employed.

Once the above is resolved, go to the next encounter.

EXPERIENCE POINTS

The characters receive 140 / 200 experience points for successfully completing the skill challenge.

ENCOUNTER 4: RETRIEVAL

ENCOUNTER LEVEL 13/15 (760/1280)

SETUP

This encounter includes the following creatures at low tier:

- 1 Unfettered Kraken Raider (lvl 15)
- 2 Windfiend Furies (lvl 12)

This encounter includes the following creatures at high tier:

- 1 Unfettered Kraken Raider (lvl 16)
- 3 Windfiend Furies (lvl 15)

PCs start anywhere they want on the ship. At least one day passes after the first fight, and this combat takes place two days further on (day six) (as a result, all action points are restored to their base level and the PCs have had extended rests). No milestones have been achieved, as the skill challenge represented in Encounter 3 is considered at least one day complete. Once all PCs are ready and in place on the ship, read the following (although it will have to be modified if the PCs were defeated in Encounter 2, as they were unable to complete any repairs as a result). This combat happens during the mid-morning again and all characters are rested and back to full powers and hp (unless they are dead). Starting range is 20 squares from the ship (choose a side):

After the best efforts have been made to restore the seaworthiness of the ship, you have resumed a course. It has become obvious that the crew is increasingly nervous as they have never had to deal with this level of threat to the ship; however your presence radiates a calming effect to many of them. Several more days pass before there is a sudden shout from the crow's nest. "There's something big in the water and its heading this way!" Just as the warning is issued a huge bulk breaches the water and launches itself into the air and at the ship.

FEATURES OF THE AREA

Illumination: Bright Light

The Ship: Any character that is push/pull/slide off the side of the boat receives a +2 for the save given the railings, and remains standing if they succeed (they are not prone). The ship itself is only approximately 8 feet from the waterline to the deck, and a DC 10 Athletics check is required to scale this (if anyone ends up in the water).

Stairs on Ship: Ship stairs are difficult terrain going up but regular movement to move down. Railings at the top and bottom make the edges all hard corners. The decks are 8 feet apart, meaning that a fall from the aft does not do any damage.

Barrels and equipment on the ship: Given the damages that have occurred, the barrels and equipment have been used in the repairs. The terrain impediment no longer exists, nor can they be used for cover.

The Deck: The deck of the ship may be difficult terrain (or worse) based on the outcome of Encounter 3. Apply the result to PC movement or similar issues as determined in that encounter.

The Water: The water is calm and therefore fairly easy to navigate and swim in. It requires a DC 10 Athletics check to tread water or swim (with the usual rules).

The Kraken: The Kraken may be killed or rendered unconscious while it is flying, or otherwise dropped onto the ship (such as being forced to drop prone). If that is the case, it is possible that it will hit the *Swift Current* when it descends from the sky. When the event happens, determine how much of the Kraken is over the ship. There are three possible results:

- 1) If it is 50% or more, the damage to the ship is significant. All PCs must make an immediate DC 25 Acrobatics check or be pushed 3 squares and knocked prone. Any prone PC on the ship is then subjected to a +21/+22 attack vs. Fort. On a failure, the area around them splinters under the impact and they take 3d10 damage. On a success, the area of the ship they are on withstands the damage. Although the ship is badly damaged by this, it can still limp along and the next Encounter can be reached;
- 2) If it is less than 50% but above 0%, the Kraken glances off the ship as it hits it. All PCs must make an immediate DC 20 Acrobatics check or be pushed 2 squares and knocked prone. Any prone PC on the ship is then subjected to a +16/+17 attack vs. Fort. On a failure, the area around them splinters under the impact and they take 2d10 damage. On a success, the area of the ship they are on withstands the damage. Although the ship is damaged by this, it can still make port and the next Encounter can be reached;
- 3) If the Kraken does not hit the ship at all it hits the water with an enormous crash. A large wave swamps the ship and all PCs must make an immediate DC 20 Athletics or Acrobatics check or be pushed 4 squares.

TACTICS

The Kraken is after the package and will fight to the death to obtain it. The ship's crew has no fighting power against these creatures, so only the PCs are targeted.

The Kraken attacks the most dangerous opponents (based on damage dealt), choosing to avoid combat with others if at all possible. It hovers above the combat and seeks to attack from 4 squares away, the maximum range of its threatening reach. It always tries to leave at least one of its primary tentacles free (releasing a restrained target as a minor action if necessary) so as to continue to have use of its threatening reach. It saves the use of *tentacle flail* until it is bloodied.

The Windfiend furies support the Kraken, attacking anyone it is not engaging - note that the Kraken and Furies cannot communicate and should not always act in unison. The furies target any ranged opponents first, so as to remove that threat. In doing so, the furies engage at a distance from the ship, trying to use their ability to fly and hover to their advantage. The furies flee if the Kraken is killed but fight vigorously until then (if they flee they leave their magic items behind in a panic).

After the Kraken has been bloodied, PCs with a passive Perception of 25 or better notice a small number of sea elves in the water just off to starboard (they surface at this point). They cheer the PCs on as they fight, but will not join in against the Kraken. These are the sea elves from Encounter 5. If the PCs are defeated, the sea elves depart without coming to the ship.

Important Notes: Note that push, pull and slide effects do not allow for vertical movement. This may have an impact on having the Kraken forcibly moved.

All poison damage from the Kraken is considered to be from the same source for ongoing damage and saves.

In a similar vein, it should be noted that the author has based this fight upon the logic that the Kraken can be attacked when it is grabbing a foe, regardless of the actual physical location of the bulk of the creature. This represents attacking the tentacles restraining the PCs (subject to all normal defenses). For the determination of combat advantage the main bulk of the Kraken raider must still be used, however the creature being attacked can attack it, as well as anyone adjacent to it. Only the main bulk provokes opportunity attacks, not the tentacles. All other powers and abilities use the closest portion to determine their target distance and location. If your table desires a challenge and you wish to provide a much greater level of threat to the PCs, then you can restrict PC attacks to only being able to target the body of the Kraken Raider.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Decrease the Unfettered Kraken Raider's hit points by 23.

Six PCs: Add one Windfiend Fury

ENDING THE ENCOUNTER

If the PCs defeat the Kraken, the beast's body disappears shortly after it dies (or is rendered unconscious), in a cloud of purple and blue energy (the Abolethic Sovereignty calls back its servant) and the ship can resume course. Proceed to Encounter 5.

If the PCs are defeated by the Kraken, it makes off with the package. Proceed to the Conclusion; Encounter 5 does not take place. The PCs are left on the ship and no equipment or any other items are taken.

The elemental creatures with the Kraken are merely magically bound servants. Capturing them yields no additional information.

If the PCs defeat the Kraken without killing it, they can question it with a successful DC 22 Intimidate check (assuming the PCs speak Deep Speech). It does not respond to Bluff or Diplomacy, but can feel fear for its life. Under such questioning, it reveals that the package contains a portal ritual and that the destination of the ritual is apparently a location on Abeir. As an agent of the Abolethic Sovereignty, it cannot convey any further reason for wanting the ritual, though the PCs can certainly speculate...

After a period of questioning (enough time for a short rest), the Kraken dies (again, as directed by the Sovereignty) and disappears as above.

Note: If the Kraken is kept alive and questioned, the PCs are not approached by the Sea Elves until it is gone. This means that they automatically benefit from a short rest because of their actions, overriding the situation described at the start of Encounter 5.

EXPERIENCE POINTS

Each character gets 760/1180 XP for defeating the monsters. (If the furies flee because the PCs kill the Kraken, the PCs still earn full XP for the furies.)

TREASURE

These monsters carry no treasure.

ENCOUNTER 4: RETRIEVAL STATISTICS (LOW LEVEL)

Unfettered Kraken Raider	Level 15 Elite Soldier
Gargantuan natural beast (aquatic)	XP 2,400
Initiative +9 Senses Perception +14 HP 344; Bloodied 172 AC 33; Fortitude 30, Reflex 27 Will 29 Saving Throws +2 Action Point 1 Speed 0, fly 10 (hover), overland flight 15, swim 10	
m Primary Tentacles (standard; at-will) Reach 6; +24 vs. AC; 2d8+10 damage, and the target is restrained (escape ends). This effect may be ended as a minor action on the Kraken's turn. Aftereffect: the target is immobilized (save ends). The aftereffect does not apply if the target escapes the restraint. Note: This attack is not available at any time the Kraken Raider has two restrained opponents.	
M Secondary Tentacles (standard; at-will) Reach 2; +24 vs. AC; 1d10+10. Note: This attack becomes the melee basic attack for the Kraken Raider at any time that it is unable to use its primary tentacles.	
M Barb Injection (minor; targets restrained enemies only, at-will) ♦ Poison +21 vs. Fortitude; 1d10+6 poison damage.	
M Tentacle Flail (standard; encounter) ♦ Poison Close Burst 4, +21 vs. Reflex. 4d8+8 poison damage and ongoing 10 poison damage (save ends). The attack increases to +24 vs. Reflex, 4d8+16 poison damage and ongoing 15 poison damage (save ends) when the Kraken Raider is bloodied. This power is not available when two targets are restrained.	
M Poison Cloud (free action; when first bloodied) ♦ Poison In Water: Close Burst 4, +21 vs. Fort; 1d10+6 poison damage and the target is blinded and slowed (save ends both). Aftereffect: the target is blinded (save ends). Out of Water: Close Burst 4, +21 vs. Fort, 2d8+6 poison damage and ongoing 10 poison damage and the target is blinded (save ends both). Aftereffect: the target is blinded (save ends).	
Will of the Masters (immediate interrupt; at will) The Kraken Raider is not subject to the dazed, stunned or blinded condition, or any combination thereof, from an attack or ability. This ability ceases to function when the Kraken Raider first becomes bloodied.	
Immoveable Bulk The Kraken Raider cannot be pushed, pulled, slid, teleported or immobilized, unless it wishes to forgo this ability as a free action for that effect. This ability does not function when the Kraken Raider is dazed, stunned or paralyzed or when it is bloodied.	
Threatening Reach The primary tentacles provide the Kraken Raider with threatening reach 4. If the Kraken Raider has two restrained opponents, it loses access to this feature.	
Alignment Chaotic Evil Languages Deep Speech Skills Insight +14, Intimidate +17, Perception +14 Str 24 (+14) Dex 9 (+6) Wis 15 (+9) Con 22 (+13) Int 20 (+12) Cha 20 (+12)	

Windfiend Fury	Level 12 Controller
Large elemental magical beast (air, water)	XP 700
Initiative +11 Senses Perception +10 Forceful Zephyr: aura 3; the windfiend fury slides each creature that starts its turn within the aura 1 square. HP 123; Bloodied 61 AC 26; Fortitude 24, Reflex 25 Will 24 Speed 0, fly 8 (hover)	
m Flying Debris (standard; at-will) Reach 2; +17 vs. AC; 2d8+5 damage	
R Lightning Strike (standard; recharge 5, 6) ♦ Lightning Ranged 10; +16 vs. Fortitude; 3d8+5 lightning damage, and the target is dazed until the end of the windfiend fury's next turn.	
B Storm Burst (standard; at-will) ♦ Teleportation, Thunder Close burst 2; +16 vs. Reflex; 1d10+5 thunder damage. Effect: The windfiend fury teleports to any space adjacent to the burst's area of effect.	
Alignment Unaligned Languages Primordial Str 17 (+9) Dex 21 (+11) Wis 19 (+10) Con 19 (+10) Int 6 (+4) Cha 16 (+9)	

ENCOUNTER 4: RETRIEVAL STATISTICS (HIGH LEVEL)

Unfettered Kraken Raider	Level 16 Elite Soldier
Gargantuan natural beast (aquatic)	XP 2,800
Initiative +9 Senses Perception +14	
HP 370; Bloodied 185	
AC 34; Fortitude 31, Reflex 28 Will 30	
Saving Throws +2	
Action Point 1	
Speed 0, fly 10 (hover), overland flight 15, swim 10	
m Primary Tentacles (standard; at-will)	
Reach 6; +25 vs. AC; 2d8+10 damage, and the target is restrained (escape ends). This effect may be ended as a minor action on the Kraken's turn. Aftereffect: the target is immobilized (save ends). The aftereffect does not apply if the target escapes the restraint.	
Note: This attack is not available at any time the Kraken Raider has two restrained opponents.	
M Secondary Tentacles (standard; at-will)	
Reach 2; +25 vs. AC; 1d10+10. Note: This attack becomes the melee basic attack for the Kraken Raider at any time that it is unable to use its primary tentacles.	
M Barb Injection (minor; targets restrained enemies only, at-will) ♦ Poison	
+22 vs. Fortitude; 1d10+6 poison damage.	
M Tentacle Flail (standard; encounter) ♦ Poison	
Close Burst 4. +22 vs. Reflex. 4d8+8 poison damage and ongoing 10 poison damage (save ends). The attack increases to +25 vs. Reflex, 4d8+16 poison damage and ongoing 15 poison damage (save ends) when the Kraken Raider is bloodied. This power is not available when two targets are restrained.	
M Poison Cloud (free action; when first bloodied) ♦ Poison	
In Water: Close Burst 4, +22 vs Fort; 1d10+6 poison damage and the target is blinded and slowed (save ends both). Aftereffect: the target is blinded (save ends).	
Out of Water: Close Burst 4, +22 vs Fort, 2d8+6 poison damage and ongoing 10 poison damage and the target is blinded (save ends both). Aftereffect: the target is blinded (save ends).	
Will of the Masters (immediate interrupt; at will)	
The Kraken Raider is not subject to the dazed, stunned or blinded condition, or any combination thereof, from an attack or ability. This ability ceases to function when the Kraken Raider first becomes bloodied.	
Immoveable Bulk	
The Kraken Raider cannot be pushed, pulled, slid, teleported or immobilized, unless it wishes to forgo this ability as a free action for that effect. This ability does not function when the Kraken Raider is dazed, stunned or paralyzed or when it is bloodied..	
Threatening Reach	
The primary tentacles provide the Kraken Raider with threatening reach 4. If the Kraken Raider has two restrained opponents, it loses access to this feature.	
Alignment Chaotic Evil	Languages Deep Speech
Skills Insight +14, Intimidate +17, Perception +14	
Str 24 (+14)	Dex 9 (+6) Wis 15 (+9)
Con 22 (+13)	Int 20 (+12) Cha 20 (+12)

Windfiend Fury	Level 15 Controller
Large elemental magical beast (air, water)	XP 1,200
Initiative +12 Senses Perception +11	
Forceful Zephyr: aura 3; the windfiend fury slides each creature that starts its turn within the aura 1 square.	
HP 145; Bloodied 72	
AC 29; Fortitude 27, Reflex 28 Will 27	
Speed 0, fly 8 (hover)	
m Flying Debris (standard; at-will)	
Reach 2; +20 vs. AC; 2d8+6 damage	
R Lightning Strike (standard; recharge 5, 6) ♦ Lightning	
Ranged 10; +19 vs. Fortitude; 3d8+6 lightning damage, and the target is dazed until the end of the windfiend fury's next turn.	
B Storm Burst (standard; at-will) ♦ Teleportation, Thunder	
Close burst 2; +19 vs. Reflex; 1d10+6 thunder damage. Effect: The windfiend fury teleports to any space adjacent to the burst's area of effect.	
Alignment Unaligned	Languages Primordial
Str 17 (+10)	Dex 21 (+12) Wis 19 (+11)
Con 19 (+11)	Int 6 (+5) Cha 16 (+10)

ENCOUNTER 5: FINALLY, A FRIENDLY FACE

ENCOUNTER LEVEL 10/12 (600/800)

SETUP

The encounter starts with the sea elves approaching the ship. Though they are attempting to give the appearance of being friendly, they fully intend to loot the ship, reasoning that the Kraken must have wanted something from it. They are, however, merely opportunists and do not seek to die in this confrontation - their tactics take this into account

This encounter includes the following creatures at low tier:

3 Sea Elf Wavedancers (lvl 11)

1 Sea Elf Tidal Invoker (lvl 15)

This encounter includes the following creatures at high tier:

3 Sea Elf Wavedancers (lvl 13)

1 Sea Elf Tidal Invoker (lvl 17)

This encounter begins immediately after encounter 4 finishes. It is a new encounter and ongoing damage from the previous fight is gone. On a tactical note, if the fight against the Kraken did not leave the party too weak, begin this encounter without allowing time for a short rest. Otherwise, time for one short rest is allowed (but no more).

If the party succeeded on the skill check with no failures, the sea elves were at a much greater distance when they saw the ship (less damage meant the *Swift Current* moved faster) and the party does get a short rest regardless of the tactical situation.

As the Kraken's body disappears, you hear a greeting called out from off the starboard side of the ship. Looking that way you see a small group of sea elves cheering your victory and watching the ship. After a brief pause, they approach through the water.

At this point, the highest Passive Insight in the party determines the distance at which initiative begins (as the PC(s) in question has suspicions aroused). At a distance of 15 squares from the ship, a Passive Insight of 26/28 is required (based on distance plus a circumstance modifier with the DC set by the Tidal Invoker's Bluff check). At a distance of 5 squares, from the ship, a

Passive Insight of 21/22 is required (no distance modifiers or circumstance modifiers). If no PC can match this Passive Insight, the sea elves reach the ship and climb up, and are allowed a surprise round.

Note: The PCs may very well take precautions or request active Insight checks as the Sea Elves approach. This is entirely reasonable and should serve to modify the approach and potentially remove any chance for a surprise round from the elves. Take this into account when establishing the starting range. Given that the Tidal Invoker is the basis for their Bluff, she must remain visible and cannot start invisible.

FEATURES OF THE AREA

Illumination: Bright Light

The Ship: Any character that is push/pull/slide off the side of the boat receives a +2 for the save given the railings, and remains standing if they succeed (they are not prone). The ship itself is only approximately 8 feet from the waterline to the deck, and a DC 10 Athletics check is required to scale this (if anyone ends up in the water).

Stairs on Ship: Ship stairs are difficult terrain going up but regular movement to move down. Railings at the top and bottom make the edges all hard corners. The decks are 8 feet apart, meaning that a fall from the aft does not do any damage.

Barrels and equipment on the ship: Given the damages that have occurred the barrels and equipment have been used in the repairs. The terrain impediment no longer exists, nor can they be used for cover.

The Deck: The deck of the ship may be difficult terrain (or worse) based on the outcome of Encounter 3. Apply the result to PC movement or similar issues as determined in that encounter.

The Water: The water is calm and therefore fairly easy to navigate and swim in. It requires a DC 10 Athletics check to tread water or swim (with the usual rules).

TACTICS

The sea elves are here to get as many valuables off the ship as possible - they have no actual idea about the package nor anyone trained in Arcana to recognize it. Feeling that the defenders are likely to be weakened after the fight with the Kraken they attack immediately hoping to overwhelm the PCs or force them to provide treasure. All Sea Elves attempt to escape the encounter if reduced to 20 hp or below.

Until that time, they act as a well-trained raiding party. They concentrate their attacks on a single victim, preferably anyone identified as having provided healing in the fight with the Kraken. They are not interested in blood feuds, and never attack downed targets, going so far as to saving anyone drowning because of unconsciousness or even stabilizing a downed foe if they are not being attacked while doing it.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Wavedancer.

Six PCs: Add one Wavedancer.

ENDING THE ENCOUNTER

Should the PCs defeat the sea elves, they can continue to the conclusion without further trouble. Questioning the sea elves, if that is possible, reveals nothing more than an opportunistic group who spotted the combat.

If the sea elves defeat the PCs, they take whatever valuables they can find before leaving - all PCs are, however, stabilized, and automatically returned to consciousness 10 minutes after the fight is concluded (unless dead or having fled, which is resolved normally). This reduces the gp reward for each PC to 0 for this adventure. Not realizing the value of the package, it is not taken and the PCs can successfully complete their mission.

EXPERIENCE POINTS

Each character gets 600/805 XP for defeating the Sea Elves.

TREASURE

The Sea Elves have no treasure.

ENCOUNTER 5: FINALLY, A FRIENDLY FACE (LOW LEVEL)

Sea Elf Wavedancer	Level 11 Skirmisher
Medium fey humanoid (aquatic)	XP 600
Initiative +12 Senses Perception +6; low-light vision	
HP 114; Bloodied 57	
AC 25; Fortitude 23, Reflex 24, Will 23	
Speed 8; swim 8; see also <i>eel strike</i>	
m Chill Blade (standard; at-will) ♦ Cold, Weapon	
+16 vs. AC; 2d8 + 3 cold damage, and the target takes a -3 penalty to attack rolls against the sea elf wavedancer until the end of the wavedancer's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The sea elf wavedancer shift 3 squares before and after making the attack. +14 vs. Fortitude; the target is weakened and slowed (save ends both). Miss: The target is slowed (save ends).	
M Dance of Frost (standard; at-will) ♦ Cold, Weapon	
+16 vs. AC; 1d8+4 cold damage, and the sea elf wavedancer shifts 3 squares and uses <i>chill blade</i> against a different target.	
M Eel Strike (standard; encounter) ♦ Lightning, Weapon	
The sea elf wavedancer flies 8 squares and does not provoke opportunity attacks. At any point during the move, the wavedancer makes an attack: +14 vs. Fortitude; 1d8+4 damage, and ongoing 10 lightning damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the sea elf wavedancer; at will)	
The wavedancer shifts 1 square to a space adjacent to the target.	
Elven Accuracy (no action; encounter)	
The sea elf re-rolls an attack roll it just made.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+6)	Dex 21 (+10) Wis 13 (+6)
Con 18 (+9)	Int 15 (+7) Cha 18 (+9)
Equipment chainmail, longsword (2)	

Sea Elf Tidal Invoker	Level 15 Lurker
Medium fey humanoid (aquatic)	XP 1,200
Initiative +18 Senses Perception +10; low-light vision	
HP 117; Bloodied 58	
AC 29; Fortitude 26, Reflex 28, Will 26	
Speed 6; swim 6, teleport 6	
m Rapier (standard; at-will) ♦ Weapon	
+20 vs AC; 2d8+5 damage.	
R Tidal Surge (standard; usable only while invisible, at-will) ♦ Charm, Psychic	
Ranged 10; +18 vs. Will; 2d10+4 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target hits, the sea elf tidal invoke uses <i>tidal surge</i> against the attacked creature as a free action.	
C Currents of the Unknown Tide (standard; encounter)	
Close burst 3, +18 vs. Will; the target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (standard; at-will) ♦ Illusion	
The sea elf tidal invoker becomes invisible until it misses with an attack or takes damage.	
Elven Accuracy (no action; encounter)	
The sea elf re-rolls an attack roll it just made.	
Alignment Unaligned	Languages Common, Elven
Skills Bluff +17, Insight +15, Stealth +19	
Str 14 (+9)	Dex 24 (+14) Wis 16 (+10)
Con 21(+12)	Int 12 (+8) Cha 21 (+12)
Equipment leather armor, rapier (2)	

DM Note: The Sea Elf Wave Dancer and Sea Elf Invoker are derived from the Eladrin Bladesinger and Courser of Strife and Mischief (MMII p. 97).

ENCOUNTER 5: FINALLY, A FRIENDLY FACE (HIGH LEVEL)

Sea Elf Wavedancer	Level 13 Skirmisher
Medium fey humanoid (aquatic)	XP 800
Initiative +13 Senses Perception +7; low-light vision	
HP 130; Bloodied 65	
AC 27; Fortitude 25, Reflex 26, Will 25	
Speed 8; swim 8; see also <i>eel strike</i>	
m Chill Blade (standard; at-will) ♦ Cold, Weapon	
+18 vs. AC; 2d8 + 4 cold damage, and the target takes a -3 penalty to attack rolls against the sea elf wavedancer until the end of the wavedancer's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The sea elf wavedancer shift 3 squares before and after making the attack. +16 vs. Fortitude; the target is weakened and slowed (save ends both). Miss: The target is slowed (save ends).	
M Dance of Frost (standard; at-will) ♦ Cold, Weapon	
+18 vs. AC; 1d8+5 cold damage, and the sea elf wavedancer shifts 3 squares and uses <i>chill blade</i> against a different target.	
M Eel Strike (standard; encounter), ♦ Lightning, Weapon	
The sea elf wavedancer flies 8 squares and does not provoke opportunity attacks. At any point during the move, the wavedancer makes an attack: +16 vs. Fortitude; 1d8+5 damage, and ongoing 10 lightning damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the sea elf wavedancer; at will)	
The wavedancer shifts 1 square to a space adjacent to the target.	
Elven Accuracy (no action; encounter)	
The sea elf re-rolls an attack roll it just made.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+7)	Dex 21 (+11) Wis 13 (+7)
Con 18 (+10)	Int 15 (+8) Cha 18 (+10)
Equipment chainmail, longsword (2)	

Sea Elf Tidal Invoker	Level 17 Lurker
Medium fey humanoid (aquatic)	XP 1,600
Initiative +19 Senses Perception +11; low-light vision	
HP 129; Bloodied 64	
AC 31; Fortitude 28, Reflex 30, Will 28	
Speed 6; swim 6, teleport 6	
m Rapier (standard; at-will) ♦ Weapon	
+22 vs AC; 2d8+6 damage.	
R Tidal Surge (standard; usable only while invisible, at-will) ♦ Charm, Psychic	
Ranged 10; +20 vs. Will; 2d10+5 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target hits, the sea elf tidal invoke uses <i>tidal surge</i> against the attacked creature as a free action.	
C Currents of the Unknown Tide (standard; encounter)	
Close burst 3, +20 vs. Will; the target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (standard; at-will) ♦ Illusion	
The sea elf tidal invoker becomes invisible until it misses with an attack or takes damage.	
Elven Accuracy (no action; encounter)	
The sea elf re-rolls an attack roll it just made.	
Alignment Unaligned	Languages Common, Elven
Skills Bluff +18, Insight +16, Stealth +20	
Str 14 (+10)	Dex 24 (+15) Wis 16 (+11)
Con 21(+13)	Int 12 (+9) Cha 21 (+13)
Equipment leather armor, rapier (2)	

DM Note: The Sea Elf Wave Dancer and Sea Elf Invoker are derived from the Eladrin Bladesinger and Courser of Strife and Mischief (MMII p. 97).

ENCOUNTER 6: AMBASSADOR

It is presumed the ship has continued course for Aglarond in this conclusion, and arrived after the difficulties of the adventure. If the PCs chose to turn around and return to Akanûl or abandoned ship, the Conclusion will have to be altered or paraphrased to match this decision. For instance, rather than the Ambassador arriving, it is Commander Firit as noted in Encounter 1.

This encounter likewise assumes the captain of the vessel is still dead. If not, modify the text accordingly to have the captain ask the PCs for their input or commentary on the package and this delivery.

SETUP

Important NPCs: Ambassador Rael d'Lair (Bluff +18, Diplomacy +18, Insight +12)

The ambassador (of Akanûl to Aglarond) meets the *Swift Current* as it pulls into harbor. He is anxious about the package that is to be delivered, as it is significantly overdue by this point.

A watersoul Genasi streams onto the ship well before it has approached the safety of the docks. He stands and looks around, assessing the situation, before approaching you and nodding his head in polite greeting. "Who amongst you will speak for this vessel? I do not see the captain and I would like to have words with his successor. Or her, I suppose - I do not recall who was to have guided the Swift Current to us at this time."

Should he be asked, the Genasi introduces himself as Ambassador Rael d'Lair (representative of the Akanûl government). PCs may make the following checks for additional information (add +5 to the DC if they do not know his name or title):

- DC 20 Arcane check - the ambassador is trained in the arcane arts and has a number of scrying ritual in effect (those that allow him to sense various aspects of his surroundings);
- DC 20 History check - this is the ambassador to Aglarond, appointed by the previous Queen. He was one of only two ambassadors not changed after her succession and works diligently to maintain friendly relations with this nation.

- DC 28 Insight check - the ambassador is worried about the package but is also apprehensive about the contents. A further DC 30 Insight check reveals that he does not know the meaning of the contents;
- DC 15 Streetwise check - the crew knows this is the Ambassador and that his arrival at the ship before docking is a sign that he is worried. The PC gains a +2 bonus to all further skill checks in this encounter;

The goal of this encounter is to have the PCs talk to the Ambassador and relate to him their experiences on this voyage, as well as any concepts or ideas about why the attacks might have been taking place (aside from the obvious monetary value of the ritual inside the package). The ambassador is very interested to hear the opinions of the PCs as he places a great deal of stress on first-hand experience.

At the same time, note that the ambassador is an accomplished politician. He prefers to allow PCs to speculate and not direct any blame or concern at the nation of Akanûl itself. When in doubt about whatever his reactions might be, note that he has a high Bluff check and can usually smile through most problems...

Once the PCs have either refused to cooperate with his request for information, or have provided as much as they feel necessary, move to the Conclusion below. If time is short, it is also entirely feasible to simply not run this encounter, and proceed directly to the Conclusion, summarizing the results instead (as the PCs will not have met the ambassador).

ENDING THE ENCOUNTER

There should be little or no problems in ending this encounter. Should it be required, the Ambassador can be reinforced by his guards from the shore and leave the vessel. Rael does not insist upon the package or force it to be handed over - only the free exchange of the package is something he wishes to see (as he has ethical issues about what it contains). At the same time, it is entirely possible the PCs may not see any ownership on their part of the package (as it was entrusted to the ship captain). This should be resolved in a logical manner, with the remaining crewmembers on board handing over the package if absolutely necessary.

TREASURE

If the PCs hand over the package, regardless of their demeanor, the ambassador is grateful. He draws on his

contacts with local merchants and places the treasury of the embassy at their disposal. Each PC may obtain any one magic item from *Adventurer's Vault* or *Adventurer's Vault 2* of their character level or less (a 13th level character may choose any item of level 13 or less). Players may apply the XP earned in this adventure (and therefore possibly level up) before choosing this item.

Characters with the story award *AKAN09 Courier* (from *AKAN1-5*) may add one level to the item they are obtaining (so character level + 1 is the maximum item level for those with this story award).

Whether or not they have the package, the ambassador rewards the PCs monetarily, paying them 700/1500 gold for their troubles and exertions in this matter. If the PCs successfully got an additional 100 gp by negotiating in Encounter 1, reduce the amount by 100 gp here, as they cannot exceed the maximum treasure allowed.

CONCLUDING THE ADVENTURE

Success: If the PCs delivered the package to Aglarond or returned it to Akanûl (this presumes they also know what the package contains - if not, modify the statements below to reflect the different knowledge)

The ambassador looks intently at the package you have handed over. He frowns, ever so slightly, and places it carefully in a fine leather pouch he has with him.

"Thank you for delivering this to me. I fail to see how this will benefit our relationship with Aglarond and I plan to reject any instructions I may receive to activate this portal. Nevertheless, it is entirely possible that this is but one further stop on a journey for this device.

"For your efforts, I have instructed my secretary to release funds to you and place your names in our diplomatic note to the Queen. Again, my thanks."

PCs gain the Story Award *AKAN19 Delivery Complete* and 40/80 XP each for this minor quest. They are awarded the gold and magic item access noted above for their efforts.

Failure: If the PCs chose to not hand over the package (for any reason, including losing it to the Kraken Raider or simply not returning back to port with the vessel) - this presumes they also know what the package contains - if not, modify the statements below to reflect the different knowledge:

The ambassador looks mildly disappointed that his package is not present, the emotion tempered with the

reality of the conflict that you have faced. He frowns, ever so slightly, and bows politely to you.

"Thank you for your efforts and the wounds or worse you have experienced in service to Akanûl. I will report this result to our government and seek instructions on how they wish to proceed. I do, however, have some compensation for your time and troubles with me and trust you will accept this payment."

PCs do not get any story awards or XP for the minor quest. They are paid for their efforts as noted above but do not gain the magic item access.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: The Ship

700/840 XP

Encounter 3: Shipshape

140/200 XP

Encounter 4: Retrieval

760/1280 XP

Encounter 5: Finally, a Friendly Face

600/800 XP

Minor Quest: Delivery Complete

40/80 XP

Total Possible Experience

2240 / 3200 XP

Gold per PC

1200/2200 gp

(Encounter 1: 500/700 gp (up to +100g to this),
Encounter 6: 700/1500 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of

the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: Any magic item of your character level or less from either *Adventurer's Vault* or *Adventurer's Vault 2*. You may apply the XP gained from this adventure before you choose an item.

(Conclusion; only if the PCs turned over the package; only for those PCs who do NOT have story award AKAN09)

Bundle B: Any magic item of your character level + 1 or less from either *Adventurer's Vault* or *Adventurer's Vault 2*. You may apply the XP gained from this adventure before you choose an item.

(Conclusion; only if the PCs turned over the package; only for those PCs who DO have story award AKAN09)

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300/2100 gp to their total gold.

STORY AWARD

The PCs earn this story award if they successfully deliver the package to the Ambassador. Pass out certificates to the players for their story awards.

AKAN19 Delivery Complete

You have delivered an important package to Akanul's ambassador in the nation of Aglarond. The government will not soon forget your assistance in this matter, but neither will those who tried unsuccessfully to thwart your mission.

ADVENTURE QUESTION

Mark the answer to the following adventure question on the tracking form.

1. Did the PCs deliver the package to the Ambassador?

- a. Yes b. No

APPENDIX: BASIC ENCOUNTER MAP

(ALL ENCOUNTERS USE THIS MAP, BUT THE TERRAIN MAY BE ALTERED – SEE ENCOUNTER FOR DETAILS)

SHIP (DM REWARDS MAILING)

Central Section	8x4	x1
Forward Section (w. prow)	4x4	x1
Aft Section (w. wheel)	4x4	x1

