

BARGE CONTENTS

Barge	Merchandise	Complication
1	Produce	The barge contains nothing of note, but the first creature to cross it attracts the attention of a giant poisonous snake in the water. The snake surges onto a barge to attack and uses its swimming speed to follow the creature from barge to barge, continuing to attack until it is killed.
2	Fortune-teller	The fortune-teller asks for a donation. A character who drops one or more coins (no action required) gains advantage on their next d20 roll.
3	Weapons	A creature on the barge can find and purchase (or steal) any weapon in the <i>Player's Handbook</i> as an action. One of these finely crafted weapons grants advantage on the first attack roll made with it.
4	Fireworks	As an action, a character can use the fireworks to create a fire hazard for a pursuing creature. Any creature entering the barge must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage. (The Six operatives don't think to do this.)
5	Alchemist	A creature moving through this cramped barge must succeed on a DC 13 Dexterity (Acrobatics) check or crash into a shelf and be doused in alchemical fluids and potion reagents. Roll a d4 to determine the equivalent potion effect: 1— <i>potion of diminution</i> , 2— <i>potion of growth</i> , 3— <i>potion of healing</i> , 4— <i>potion of poison</i> .
6	Hot Noodles	The cantankerous customers on this barge heave bowls of hot noodles at anyone pushing past them: +3 to hit; 4 (1d6 + 1) fire damage, and the character must make a Constitution saving throw at the end of each of its turns. On a failed save, the character takes the damage again. A successful saving throw ends the effect.
7	Monkeys and small pets	One of the many monkeys on this barge throws a banana peel at any character moving across it. The target must succeed on a DC 11 Dexterity saving throw or fall prone.
8	Flowers	The florist becomes furious at any character moving across the barge, ordering that character to slow down and attempting to trip them. The character must succeed on a DC 11 Dexterity saving throw or fall prone.

successfully cross them. See the Barge Contents table for more information.

Characters are free to try to swim across the river, but doing so while avoiding the shifting barges requires a successful DC 15 Strength (Athletics) check for each move made to swim. Any character in the water also attracts the attention of the **giant poisonous snake** from barge 1.

Between the characters and the Six, the first group to have half its members reach the riverbank wins the race and gets to the portal first. If the characters lose this race, the party gains a failure point.

ON BOARD THE MAVERICK

When the characters have traveled through three other portals, they are able to finally make their way through the portal leading to Dran Enterprises headquarters. This portal can conveniently be the next one the characters pick after returning from the third portal, unless you want to have the characters run through more portal encounters.

When the characters enter the headquarters portal, read:

At last, you step through the iron door that leads into a palatial room on Dran Enterprises' headquarters ship. A placard on one richly polished wooden wall reads, "The Maverick." Two dazzling chandeliers, fine paintings, and lacquered chairs and tables set with gold trim decorate this opulent and expansive study. Large, curved windows to all sides reveal that you are below decks and far out at sea, the ship's wake extending behind it under clear skies. But you are not alone.

Who the characters find in this room depends on how well they navigated the portals. Total the failure points earned by the party and consult the following table.

Failure Points	Outcome
0–2	The characters arrive first
3	The characters and the Six operatives arrive at the same time
4 or more	The Six operatives arrive first

FIRST TO THE MEETING

If the characters beat the Six operatives here, the only person in the room is a businesslike lizardfolk wearing a collar, a bow tie, and spectacles. Bracus (N **lizardfolk** with the iconic hoardsperson feature; see "Iconic Faction Features" in appendix B) studies the characters, touching his fingers to his chin as he invites them to introduce themselves. He then states his own name, confirming that he is in the employ of the unparalleled Dran Enterprises.

Bracus shares information with the characters, pausing to allow for questions and posing queries of his own. He's interested in what the characters encountered in the portal network, and responds favorably to any talk