

to navigate the treacherous waters. If the check fails, the ship shudders as it grinds against rocks, and each creature on board takes 3 (1d6) bludgeoning damage.

Calmer Waters. After all six checks have been attempted, the ship passes through the storm. The crew hails the characters as heroes (or, if they failed, at least appreciates their attempt to help). Captain Nuxoll forgives the characters for infiltrating the Dran Enterprises portal network, and agrees to pretend that the crew never saw the party. He allows the characters access to the exit portal, which is located in his chamber.

While passing through the captain's chamber, the characters can clearly see a logbook filled with records of Dran Enterprises trade transactions, which is worth 250 gp to Acq Inc Head Office. A character can steal the logbook with a successful DC 12 Dexterity (Sleight of Hand) check. On a failed check, the captain and crew members spot and prevent the theft, and each character takes 3 (1d6) bludgeoning damage from the beating they endure as they escape through the portal.

PORTAL 4: AMID THE RIGGING

The moment you open the iron door, a tug of magic leaves you clinging shakily to a triangular foretop platform, high above the deck of a gently swaying cargo ship. From your vantage point forty feet above the deck, you can see dozens of crew members below. All wear the livery of Dran Enterprises, and most carry swords and crossbows. Rigging and rope ladders connect your platform to the crow's nest in the middle of the ship. Similar rigging connects the crow's nest to a platform at the aft of the ship. On that far platform, you see an iron door—the exit portal.

Out of sight of the ship's crew, the characters face no immediate threats but are nonetheless in a difficult predicament. The most obvious resolution is to try to cross the rigging in stages—first reaching the crow's nest, then continuing on to the aft platform and the exit portal.

At different points during the crossing of the rigging, the characters might attract the attention of crew members on the deck. The first time the characters are spotted, the party gains one failure point, and each character comes under attack by two crew members firing crossbows (use the **bandit** stat block). If the characters are spotted during the first stage of the trek across the rigging, the attacks repeat during the second stage, though no additional failure points are gained.

Reaching the Crow's Nest. Crossing the rigging requires a successful DC 13 group check using Strength (Athletics) or Dexterity (Acrobatics). If at least half the characters succeed on the check, all the characters make it across unseen, with characters who failed checks being grabbed and aided by the other characters.

If more than half the characters fail the check, each character who failed slips from the rigging but manages to hang on. The characters must then succeed on a DC 12 group Dexterity (Stealth) check to prevent the com-

Big Daddy Donaar's Yum Yum Hut began as a braggadocious endeavor masterminded by one Donaar Blit'zen, when taking over the operations of the Dran & Courtier and attempting to rebrand for the night. Though the endeavor was an overall disaster, the brand remains unnervingly strong. Folks travel far and wide to sample Yum Yum Hut wares and merchandise. I yearn to know why.

—Omin Dran

motion from drawing the attention of those below. If at least half the characters succeed, the party reaches the crow's nest unseen. If the check is a failure, crew members on the deck spot the characters.

Crow's Nest. As the characters reach the crow's nest, have the two lead characters attempt DC 14 Wisdom (Perception) checks to spot Bardok the ship's cook (N male human **commoner**) currently lounging there. He wears an apron that reads "Big Daddy Donaar's Yum Yum Hut," which is the first thing visible if he is spotted. Bardok is too mellow to care about intruders, so that if the characters approach him carefully, they discover he's a big fan of Acquisitions Incorporated and is willing to help them out. The characters could instead handle Bardok in other ways, but if the initial Wisdom (Perception) checks are failed or Bardok is attacked, the startled cook cries out and alerts the crew.

Trade Route Maps. When the characters reach the crow's nest, even if they raised the alarm, they have time to look around. On the main deck below the crow's nest, a female elf dressed in green leather armor has been studying a map of the Sword Coast marked with trade routes. A number of other maps are stuffed into a backpack at the foot of the mast.

The characters can attempt to steal the backpack and the valuable trade route maps within. Doing so requires a successful DC 12 Dexterity (Acrobatics) check to reach a favorable position in the rigging, followed by a successful DC 12 Dexterity (Sleight of Hand) check to use some kind of rope-and-hook setup to hoist up the backpack. A *mage hand* cantrip can also be used to retrieve the pack, and the players might come up with other suitable ideas.

If the backpack is claimed, it holds maps worth 500 gp to Head Office. If only one of the checks succeeds, the characters still gain the maps but a crew member spots them if they are not already spotted. If neither check succeeds, the crew is alerted to the characters' presence if not already alerted, and each character comes under attack by two crew members firing crossbows (use the **bandit** stat block).

Aft Platform. Traversing the rigging and the rope ladders from the crow's nest to the aft platform requires another DC 13 group check using Strength (Athletics) or Dexterity (Acrobatics). Once the characters reach the aft platform, they face one final barrage of attacks if they've been previously spotted. They can then step through the portal.

As the characters step through the portal, read the following, making adjustments as necessary if they have already seen the Six operatives: