



DAGDRA DEEPFORGE

new life for herself, Dagdra makes an excellent potential employee for the franchise.

If the characters did not befriend Dagdra, they must search the endless maze of crates for the exit portal. This search can reveal the various products noted above (which the characters are free to steal and later resell using the shady business practice activity). Either way, unauthorized movement in the warehouse causes a **bearded devil** to appear and fight the characters until destroyed. Only then can the exit portal be found. The party gains one failure point as a result of the time they spent in the maze.

### PORTAL 3: RAGING STORM

The moment you open the door, magic wraps around you, drawing you through the portal and into a raging storm. You stand on the deck of a ship that heaves from one side to the other as waves crash over the rails. Crew members pull lines and tie down cargo, as a heavyset, bearded captain calls out orders. Looking across the bow, you see tall spires of rock emerging through the storm—and the ship is headed straight toward them!

Captain Nuxoll (NG male human **veteran**) and the crew of the Dran Enterprises cargo vessel *Liar's Luck* are overwhelmed by the storm. Though they recognize at once that the characters are not in Dran Enterprises livery, they are in no mood for a fight and need any help they can get. The characters can determine what needs

to be done on their own, or the captain or first mate twins Travis and Benham (both NG male half-elf **commoners**) can suggest useful actions.

Each of the tasks below involves one or more characters attempting specific ability checks to aid the ship's crew during the storm. All six checks must be attempted by the characters. The players can decide which characters make which checks, but a character cannot make a second check until all the characters have made one

check. A character with the sailor background has advantage on these checks. If the characters fail three or more checks, the party gains one failure point.

**Lower Main Sails.** The storm's winds will shatter the mast if the sail can't be brought down, but its lines are tangled. A successful DC 13 Dexterity (Acrobatics) check is needed to reach the tangled lines, followed by a successful DC 12 Dexterity (Sleight of Hand) check to untangle them. A crew member named Streams (CG female halfling **commoner**) provides advice to any character attempting this task. A character who fails is tangled up and takes 3 (1d6) slashing damage.

**Secure the Rum.** Casks of rum are rolling around the decks, creating a short-term danger to the crew—and a longer-term danger to the crew's morale if too much of the rum goes overboard. A successful DC 13 Strength (Athletics) check helps first mates Travis and Benham secure the casks. If a character fails, they are slammed by an errant cask and take 3 (1d6) bludgeoning damage.

**Wave Lookout.** The captain needs a sharp eye to call out when waves are about to strike the ship. An intern named Heian (LN female half-elf **commoner** wearing a shirt emblazoned with "Aeofel Lives") is currently on this duty, but she needs help. A successful DC 13 Wisdom (Perception) check provides timely warning for the next set of waves. If the character's check fails, the next check made by any character to aid the ship is made with disadvantage.

**Calm the Beast.** A tiger being transported on the main deck in a large metal cage is frightened by the storm and trying to escape. Its keeper Bendari (N male elf **druid**) needs help. A successful DC 14 Wisdom (Animal Handling) check calms the tiger. Failure results in the tiger making one attack against the character through the bars of its cage.

**Lift the Curse.** A crew member named Incindorita (CN tiefling **acolyte**) claims that the ship has been cursed. They insist that one of the newcomers to the ship must offer up a prayer to calm the storm. There is no curse, but a character who succeeds on a DC 11 Intelligence (Arcana or Religion) check can go through the motions to calm Incindorita and inspire the crew.

**Spot the Rocks.** Captain Nuxoll needs someone to mark the distance and direction to the spires of rock along the shore, allowing the ship to pilot around them and to a calmer bay beyond. A successful DC 14 Wisdom (Perception) check allows the ship to make a safe passage, or a character who succeeds on a DC 13 Charisma (Persuasion) check can give the captain the confidence