

As soon as the chaos quadrupod is killed or sent back through the door, the unstable magic of this portal draws the characters back to the portal nexus, giving them no time to explore the ship. However, a successful DC 12 Intelligence (Arcana) check identifies the strange surroundings and the chaos quadrupod as products of the nightmarish Far Realm.

PORTAL 2: GUARDED WAREHOUSE

As the portal opens, you feel a lurch as its magic wraps around you. The door is gone suddenly, and you are standing in a hot and humid warehouse filled with crates stacked to the ceiling. Windows high up on the walls let in light and reveal what look like tropical trees outside. The crates are organized in mazelike rows, making it hard to see how far the warehouse spreads. From somewhere to your right, you hear humming, running footsteps, and the squeak of a wheeled cart drawing closer.

Warehouse Worker. The guardian of this warehouse is Dagdra Deepforge (NG female dwarf), a long-time employee of Dran Enterprises. She has the iconic documancer feature (see “Iconic Faction Features” in appendix B) and uses the **priest** stat block with these changes:

- She wears half plate (AC 15).
- She has these racial traits: Her speed is 25 feet. She has darkvision out to a range of 60 feet. She has advantage on saving throws against poison and resistance against poison damage. She speaks Common and Dwarvish.

Dagdra wears a tabard that is so worn that the bottom half of the image it bears is missing. A successful DC 12 Intelligence (Religion) or Wisdom (Perception) check determines that the holy symbol of Moradin was once on the tabard, but only a bit of the flame remains. She pushes a cart loaded with Chultan-themed tourist keepsakes and collectibles. All bear the logo of Acquisitions Incorporated, but these are actually knock-offs created as part of Dran Enterprise’s ongoing efforts to undercut Acquisitions Incorporated’s reputation and success.

Dagdra has made a lot of bad choices in her life, from leaving her church to joining Dran Enterprises and getting stuck with warehouse duty. Her job mostly involves running from one row of crates to another, filling orders for customers and grouping them for retrieval by other Dran Enterprises employees. She receives her instructions through her documancy satchel.

If Dagdra notices intruders, she is startled and begins to call for help. The characters must either silence her, overcome her quickly, or convince her to hear their story. Fortunately, Dagdra is open to reconsidering her life choices and allegiances—and is having a really bad day. If the characters agree to help her complete her tasks, she reveals the location of the exit portal.

Lending a Hand. Helping Dagdra complete her tasks involves a specific process and a number of ability

checks, all at DC 12. When an order comes in, it appears magically on Dagdra’s ledger, three items at a time (see the Dagdra’s List table below). The dwarf calls out the three items, and a character must make an ability check using one of the skills noted for an item to locate that item in the warehouse. Each check represents the act of either physically searching for the item or understanding the characteristics of the item. The narrow space between piles of crates means that only one character can search for each item.

Once three items are located with three checks, any character must then make a Strength (Athletics) or Dexterity (Acrobatics) check to place the three items in Dagdra’s cart as the dwarf races around the warehouse.

The items are found and collected regardless of the success or failure of the checks. But if the characters fail three or more of the four checks necessary to collect a group of items, their lackluster performance causes a **bearded devil** productivity specialist to appear and attack the party (including Dagdra) for 1 round. The devil then vanishes, and the party gains a failure point.

DAGDRA’S LIST

Item	Ability Check
Chultan bold-tan body lotion	Intelligence (Investigation) or Wisdom (Survival)
Feathered “dino fury” handaxe	Strength (Athletics) or Intelligence (History)
Voodoo doll of Omin Dran	Intelligence (Arcana or Religion)
Lil’ explorers first medicine kit (any item in the kit inflicts the poisoned condition if swallowed)	Wisdom (Medicine or Survival)
Guidebook to famous Chultan or day spas (none of which exist)	Intelligence (History) or Charisma (Deception)
Jim Darkmagic’s feral beast pacifying spray (incites rage in any beast exposed to the spray)	Wisdom (Animal Handling) or Charisma (Persuasion)
Triceratops action figure (has four or more horns)	Intelligence (Nature) or Wisdom (Perception)
Genuine Batiri goblin pottery set (not at all genuine)	Intelligence (History) or Wisdom (Perception)
Mörgæn never-miss arrow set (always misses)	Dexterity (Sleight of Hand) or Wisdom (Survival)
Acquisitions Incorporated t-shirt and underwear gift set	Dexterity (Acrobatics) or Charisma (Performance)
Donaar Blit’zen Chultan fibers floss kit	Intelligence (Nature) or Charisma (Persuasion)
Viari “swinging chandelier” diorama	Dexterity (Acrobatics) or Charisma (Persuasion)

Once all twelve items have been found, Dagdra leads the characters to a stack of crates that conceals the exit portal. Due to the standard Dran Enterprises enchantments placed upon her, she can’t share any information about how to reach *The Maverick*. She stays behind to slack off for the rest of her shift, but might show up at some later point if you wish. Having decided to make a