



TRAVELING TO LUSKAN

The City of Sails is located far to the north of the Sword Coast, and the journey there can be as eventful as you desire. If the players are hankering for random encounters, the wild lands of the North can certainly oblige them. Or you might wish to have the journey pass in relative peace while the players coordinate franchise tasks left over from the previous episode.

Luskan rests upon stone escarpments on either side of the icy River Mirar. Three bridges, named Upstream Span, Dalath's Span, and Long Span, cross forty feet above the river to connect the two sides of the city. The Open Shore docks sit on the northernmost edge of the river, while Dragon Beach holds docks to the south. As they seek out Dran Enterprises' secret headquarters, the characters start in the south and work their way to the Open Shore docks.

A key aspect of Luskan life is its rule by groups known as Ships. Five High Captains each rule a Ship made up of pirates and other Northlanders. Ship Kurth, under High Captain Beniago Kurth, is the First Ship, which controls the city's docks and trade. Ship Baram is the Second Ship, operating the fishing industry. Third Ship Suljack leads piracy and raiding, handing down less-desirable opportunities to Fourth Ship Taerl. Fifth Ship Rethnor acts as the city's guard—an unprofitable enough duty that many of its members look for other ways to earn coin.

The order of mages known as the Arcane Brotherhood is the other major power group in Luskan. Though its members include ambitious arcanists of any and all genders, the newly restored order maintains its original name as a reflection of its past power—and as a sign that it seeks to restore that power once again.

If you want to make Luskan a bigger part of your campaign, more information about the city can be found in the *Sword Coast Adventurer's Guide*.

SEARCHING FOR DRAN ENTERPRISES

The characters' main goal in this episode is to find Dran Enterprises' secret headquarters. However, owing to that organization's habit of breaking the legs of anyone who talks about company business, this information is hard to come by. Thankfully, the characters are able to learn that Dran Enterprises employees often frequent a specific tavern in Luskan, giving them a starting point for seeking the information they need.

The characters can learn the name and location of the Fishbone tavern in any number of ways, including talking to other tavern owners, seeking out merchants and mercenaries who've done business with Dran Enterprises, and the like. Two example encounters are provided to help the characters find the tavern. You can add similar encounters to increase the complexity of the search as desired.

TROUBLE AT THE SOUTH GATE

The characters are assumed to enter Luskan from the south. Modify the text below as needed to fit their arrival.