



find their ways to buyers. A result of 15 or higher on this check also imparts that like most fixers, Eriss is hesitant to engage with the enemies of any company she wants to stay on good terms with.

When the characters inquire about Dran Enterprises, the gnome asks why they seek the organization. If she gets any hint that the characters are opposed to Dran Enterprises, she sends a message warning operatives of the organization as soon as the party leaves her shop. If the characters suspect this, they might need to attempt DC 15 Charisma checks (using Deception, Intimidation, or Persuasion, depending on the situation) to talk Eriss down.

If the characters stay on her good side, Eriss confides that she doesn't know where Dran Enterprises has its headquarters. However, she can share that the employees of the organization sometimes gather at a watering hole known as Fishbone Tavern. They keep a low profile, but the tavern's bartender, Fryer, might be able to identify a member of Dran Enterprises or help the characters further.

FISHBONE TAVERN

Any fisher or laborer in the north of the city can provide directions to Fishbone Tavern. None of the NPCs currently at the tavern know the location of Dran Enterprises headquarters, but they can provide pointers to someone who does.

EXTENDING THE LUSKAN EXPERIENCE

NPC scenes can encourage cooperative roleplaying, so give the players lots of space to discuss how to help characters like Noriel and Dabahl—and then run with the players' ideas. A desire to help Noriel could lead to helping the bard land a paying gig at a tavern, or seeking out one of the Ships or the loremasters of the Arcane Brotherhood to learn of his father. Helping Dabahl could lead to an encounter with a guild of teamsters or a disgruntled repair shop employee. Such efforts could lead to additional roleplaying scenarios, to which you can add ability checks and combat encounters as desired.

Of course, some players will simply ignore Dabahl and Noriel. That's okay. Let the characters' reactions take things in a different direction, and have a different NPC provide the same information. However, always feel free to have Dabahl or Noriel make another appearance. Maybe the two team up, with Noriel helping improvise the repairs (soon to fail at any time), while Dabahl teaches Noriel a song or two. Their story can move forward, intersecting with the party's story at a later opportune moment.

Fishbone Tavern is located a few blocks from Luskan's Open Shore docks, close enough that you can smell the sea air and hear the cries of gulls swooping over the fishing ships. A few lazy snowflakes fall from a cloudy sky as you approach the tavern's front entrance—and a sign decorated with an actual rotting fish nailed to a board bearing the tavern's name. Standing before the door is an immense figure who beams a smile missing most of its teeth. He squints his eyes as if trying to make sense of you. "What ... uh ... what's your business here?"

The dimwitted bouncer is Zurb (CG male human **thug**). Zurb's job is to keep any potential troublemakers out of the raucous tavern, including enemies of Dran Enterprises. Fortunately for the party, he can be fooled very easily with some skillful roleplaying or appropriate ability checks.

Zurb knows (and absolutely shouldn't share but does) that employees of Dran Enterprises drink at the Fishbone frequently, though he hasn't seen any of them in a few days. He ponders a while on how that's rather unusual. Zurb can suggest the characters talk to Fryer the bartender to figure out why. (She earned that name when she hit a would-be-thief with a searing-hot frying pan.) Zurb can also describe any of the tavern's regulars, including warning the characters that Rakeem can't be trusted.

When the characters decide to enter, Zurb opens the door for them. If the characters have befriended him, Zurb announces them as "really nice people that talked a lot." This causes Fryer to shake her head in weary disbelief.