

## BUSINESS IS EXPANDING

Having a small castle estate in Phandalin is cool. But having a lighthouse on the Sword Coast might be even cooler. If it seems like the thing to do, the characters could use the franchise restructuring or headquarters modification activities to officially ask permission to relocate their franchise to the Silent Sound lighthouse. (This assumes that Hoobur Gran'Shoop was driven from the basement, and that the characters are prepared to deal with the possibility of him coming back.)

Even if the characters don't want to officially change territories, nothing prevents them from quietly checking out the commercial landscape in the area. Characters searching the sea caves along the cliffs near the lighthouse might find that a variety of ne'er-do-wells use them as places to hide from naval pursuers, stow contraband, secure prisoners held for ransom, and engage in other nefarious activities. Joining in on (or getting a percentage of) such activities could be set up with the shady business practice activity—possibly connecting to any deal the characters have recently struck with the newly installed captain of a fast ship.

## LIVING THE GOOD LIFE

Characters not wanting to flout the law (or at least not to do so outside their own territory) could instead clear out smugglers and other riffraff along the coast. Doing so as part of a philanthropic enterprise could get them in good with the authorities in Neverwinter or Luskan.

Taking over the lighthouse also provides the opportunity for a philanthropic enterprise. The light is a warning beacon for ships traveling the coast between Neverwinter and Luskan, but it needs someone to keep it running. Before the Order of the Stout Half-Pint moved in, the authorities in Luskan and Neverwinter struggled to entice anyone to live at the remote lighthouse, given the amount of dangerous bandit and pirate activity in the area. If the characters take over the lighthouse or arrange for it to be staffed, they'll earn the favor of Neverwinter, Luskan, and possibly even the Lords' Alliance for their generosity.

## CONTINUING THE ADVENTURE

While the characters are engaged in downtime and franchise activities, Omin Dran makes contact. He embraces the characters' reports from Phandalin and the Silent Sound lighthouse as proof that Dran Enterprises is involved in the attacks against Acq Inc franchises, and that its agents are willing to kill to claim the components of the *Orrery of the Wanderer*. However, something about that approach feels inconsistent with Dran Enterprises' normal approach to acquisition. A ruthless attitude and wanting Acquisitions Incorporated taken apart and absorbed into its own corporate space is one thing, but doing it one franchise at a time seems odd. As such, Omin wants more information before committing to reprisals or confrontation.

The characters are directed to go to Luskan to confirm that Dran Enterprises has a secret headquarters in that lawless city. If they do, they then need to find and

infiltrate the operation, learning as much as they can about the plans of Acquisitions Incorporated's biggest business rival!

## EPISODE 4: DRAN ENTERPRISES

The attacks on Acquisitions Incorporated franchises have left signs indicating that Dran Enterprises is involved. The characters (now 4th level) head to Luskan, seeking to find that organization's secret headquarters, infiltrate it, and determine what Dran Enterprises is up to—and what plans they have for the *Orrery of the Wanderer*.

The search for the headquarters takes the characters first to the rough-and-tumble Fishbone Tavern, then to Arla Razortongue, a disgruntled Dran Enterprises ex-employee running a well-known peg and hook shop. After dealing with thugs sent to quiet Arla, the characters learn the location of Dran Enterprises' secret headquarters, and can plan their infiltration.

That headquarters is a seemingly small and unimportant ship at the Luskan docks. But Dran Enterprises' magic has filled the ship with portals leading to some of the faction's many franchises, ships, and business locations. When the characters visit, those portals lead to:

- A dead ship being consumed by the power of the Far Realm—which quickly threatens to consume the characters as well.
- A faction warehouse whose overworked attendant will help them only if they help her.
- A Dran Enterprises cargo ship caught in a raging storm, and which will founder on rocks unless the characters lend the crew a hand.
- Another cargo ship whose well-armed crew will finish the characters off in short order unless they make their way through the rigging unseen.
- A Dran Enterprises pirate crew under attack by undead at a remote dock.
- An array of merchant barges that must be crossed while moving along a busy river.

Only by traveling through a sufficient number of these portals can the characters key themselves to activating the portal to Dran Enterprises' true headquarters—a palatial ship named *The Maverick*. There, they are met by a Dran Enterprises operative who is aware of their quest, and who informs them that Dran Enterprises in fact has nothing to do with the attacks against the two Acquisitions Incorporated franchises. Moreover, Dran Enterprises is also aware of the dark power of the *Orrery of the Wanderer*—and its operatives have collected two of the orrery's components, hoping to keep that power in check. But the characters are not alone as they seek this information. Operatives of the Six are already within the portal network, and are racing to claim the orrery components collected by Dran Enterprises before the characters do.