

If the characters defeated the statues, they have the thanks of Grand Scribe Liethennson. He is reluctant to allow anyone other than worshipers of Oghma into the Vault of Tomes, but characters with his favor have an easy time convincing him of their need to do obscure research or similar claims.

Books within the vault are indexed and arranged alphabetically by title. Characters can find *A Layperson's Guide to Common Knowledge* with a successful DC 10 Intelligence (Investigation) check.

LEAVING NEVERWINTER

With the diamonds secured, the characters can leave the city with little problem. Provided they don't wave the diamonds under the noses of the guards while departing, they aren't bothered or taxed. If they report back to Omin with magic, he instructs the franchise's hoardsperson or another suitable character to keep the diamonds safe until delivery.

If the characters dispel or otherwise deal with the *glyph of warding* and open the book, it contains a silk bag with twelve black diamonds inside. A successful DC 15 Intelligence (Investigation or Nature) check from any character with a merchant, jeweler, or mining background can assess the value of the gems. A character with experience as a jeweler has advantage on this check.

A successful check determines that while four of the gems are real diamonds (5,000 gp each), eight are actually finely cut smoky quartz (10 gp each). Omin knows that Oppal mixed the fakes with the real diamonds to throw off would-be thieves, allowing her to offer them the quartz while she used legerdemain to retain the valuable ones. Characters who don't know this might sweat a bit as they try to figure out how to explain the situation to Omin.

THE TORTURED TURTLE MUTINY

The Silent Sound lighthouse sits atop a cliff three days' travel north of Neverwinter, and acts as a navigation beacon to ships traveling up and down the Sword Coast. The shoreline of this often-foggy area gives way to underwater rocks, posing a dire threat to ships. More information on the lighthouse and the fate of its franchise can be found as the characters explore in the "Silent Sound Lighthouse" section below. But before the characters have a chance to explore, they find themselves distracted by disaster on the approach to the lighthouse.

SAILORS IN NEED

Whether they're traveling by land, arriving by boat, or teleporting in, the characters witness a disturbing scene as they first catch sight of the lighthouse.

Silent Sound lighthouse finally comes into view, rising atop a rough and dangerous-looking promontory of rock that thrusts up from the beach behind it and juts into the Sea of Swords. If the lighthouse is supposed to act as a beacon, though, something is seriously wrong. Its top is hazy and indistinct, as if a fog was obscuring the lantern room. Also, for a place that's an occupied headquarters, there's a lot of scaffolding along the tower's base, and three large tents are pitched on the slope of the beach behind the lighthouse promontory.

Wind and the crashing of waves against the cliffs is loud, but even over that, panicked shouts can be heard. Along the shore next to the beach, tentacles rising from the sea thrash out against a longboat. Three people in the boat are fighting off the tentacles, and are faring poorly.

Creatures. Three **giant octopuses** are attacking a longboat and its crew—Belle Mare, Menard Chatte, and Chalkie Sharke (all CG human **bandits**). Adjust the fight to the length of time it'll take the characters to reach the scene, depending on how they're traveling. But if they tarry for no particular reason, Menard is dragged into the water, never to surface again. A similar period later, a tentacle pulls Chalkie into the drink. Belle then perishes if the characters ignore the fight completely.

Shore Fight. The crew is aboard a 15-foot longboat with a sail. The fight takes place 15 feet off shore, where the water is 10 feet deep. The first 10 feet of the shoreline is difficult terrain because of the waves.

If the characters intercede, the sailors fight alongside them until the octopuses are driven away, or the characters convince the sailors to flee to safety.

Development. The three sailors are from a caravel called the *Tortured Turtle*, presently anchored a mile off shore. Belle is the first mate, and voices her appreciation for the characters' rescue. If they seem like honorable sorts, Belle takes a risk and further asks them for assistance. She admits that she and her crew are smugglers coming ashore to take possession of goods in a nearby sea cave (see the "Treasure" section). But she and the others are at their wits' end in terms of how to deal with the *Tortured Turtle*'s captain, a hard old salt named Athgar Friedson.

TROUBLE AT SEA

Friedson is a Northlander who has pushed his crew to more and more dangerous and despicable deeds in recent months. He has even talked about taking up full-on piracy and slave trading to earn extra coin, and the (mostly) good souls aboard the *Tortured Turtle* are looking for a new way to make a living. However, Captain Athgar and his new associate, a cleric of Umberlee called Sister Foam, have threatened to kill any crew members "not brave enough" to take on these new and terrible pursuits.

Like all living things, your franchise needs to be willing to abase itself for coin. Play to your strengths by having law-abiding franchisees stop crimes, while the more chaotic ones commit them.

—K'thriss Drow'b