

Like much of the city of Neverwinter, the Hall of Knowledge is currently under repair. Although some of the temple was damaged by the volcano, portions were spared the destruction of the lava flow, including an underground chamber called the Vault of Tomes. That undercroft contains some of the most rare and valuable books in Faerûn outside Candlekeep, and is one of the most secure locations in the city as a result. By disguising herself as an acolyte, Oppal was able to place the false tome in the vault.

On Omin's instructions, Oppal hired a wizard to place a *glyph of warding* (explosive runes) on the false book to keep it from being opened. Also on Omin's order, she doesn't know how to bypass the glyph. The doppleganger knows that Omin expected he would be able to access the diamonds once the false tome was in his possession.

Oppal knows that the vault door has a very good lock, but the door is left open whenever acolytes are moving tomes in and out of the vault (as it was when she hid the book). She also knows that the head priest (known as the grand scribe) at the Hall of Knowledge is a frail and unpleasant elf named Spivey Liethennson (LN male elf **noble**). Grand Scribe Liethennson is a strict taskmaster and does not suffer fools gladly.

Once freed, Oppal is unwilling to assist in any further capers, wanting only to get out of Neverwinter alive. No amount of threatening or cajoling can inspire her to assist the characters. She suggests that they acquire the book, seal it inside something else so as to avoid accidentally triggering the glyph, and leave the city as quickly as possible. They can deliver the goods to Omin at their leisure after that.

THE HALL OF KNOWLEDGE

The Hall of Knowledge is a major temple in Neverwinter, acting as a place of learning, a center of socialization, and a repository of government documentation while Castle Never is being rebuilt. Damage to the complex's outer walls and floors has already been restored, while workers now focus on interior walls and decor.

Grand Scribe Spivey Liethennson oversees the temple, ruling his limited domain with all the fervor his fragile body can muster. Acolytes and workers freeze in terror when his labored breathing warns of his approach, because he rarely has a kind word to say. Liethennson longs to leave the city and join his fellow Oghma worshipers in the serenity of Candlekeep. In the meantime, he hopes to impress church elders by running the Hall of Knowledge with an iron hand.

Curing Lycanthropy. If any characters have lycanthropy from their run-in with Moguhl Vloot, Grand Scribe Liethennson can cast *remove curse* for a donation of 50 gp. If he feels indebted to the characters (see "Alternative Entry" below), he might cast the spell for free.

ENTERING THE TEMPLE

Anyone can enter the temple to worship Oghma at a shrine on the first floor. Acolytes and lesser clerics are available to perform rituals for a suitable donation. The

first floor also contains books and scrolls of common value, as well as public documents moved here from Castle Never. The second floor holds sleeping quarters and private work areas for staff and clergy, while the basement includes storage rooms, private shrines for generous donors, and the Vault of Tomes.

Two **veterans** in the employ of the Neverwinter city guard bar passage to the other floors at all times. The guards deny access to anyone attempting to enter the basement who is not an acolyte, known to be approved for entry, or escorted by a high-ranking priest or Grand Scribe Liethennson.

Labor Problems. The characters enter the Hall of Knowledge at an opportune time. Grand Scribe Liethennson, unhappy with the quality and the pace of the work being done, has recently taken to task the builder overseeing the renovations. Dwarf artisan Kollette Kwarter (NG female dwarf **commoner**) has finally grown tired of the elf's constant griping and badgering.

At any opportune moment as the characters are within or approaching the temple, they see Kwarter drop her tools at Liethennson's feet, make a rude gesture in his direction, and call on her workers to leave. She knows that she and her team can find easier work for more money elsewhere in the city. Quick-thinking characters can seize this opportunity to pretend to be masons, carpenters, or other craftspeople to gain access to the basement level. This doesn't grant characters access to the Vault of Tomes, but it gets them close.

ALTERNATIVE ENTRY

Characters wanting access to the basement might attempt Charisma (Deception) or Dexterity (Stealth) checks to connive or sneak their way into the area. By pretending to be wealthy donors to the temple, they could also reach the basement with a donation of 20 gp for the party. Give any plan that makes sense a chance to succeed.

Trouble in the Basement. If the players prefer action, an emergency in the temple could assist them in their quest. An eldritch tome stored in the vault has its dweomer suddenly fail, unleashing a burst of arcane energy that animates two statues in the vault. As the characters case the temple, screams and shouts are heard as the statues run amok. The two veterans on guard step up, only to quickly fall victim to the animated statues. The characters can use the distraction to slip into the vault while scribes and acolytes flee, or they can deal with the threat to earn the favor of Grand Scribe Liethennson.

Each of the animated statues uses the **gargoyle** stat block.

ENTERING THE VAULT OF TOMES

Even after the characters have accessed the basement, entering the Vault of Tomes while it's locked down is a challenge. The door to the vault employs a complex three-stage lock, requiring three successful DC 20 Dexterity checks using thieves' tools to open. If the characters take too long to open the lock, staff or clergy might notice them, alerting any veterans on watch.