



SILENT SOUND LIGHTHOUSE

A SIMPLE REQUEST

Omin Dran contacts the characters via the franchise documancer's *documancy satchel* or some other form of magic. When he does, read the following to detail his request:

"Yeah, so I'm going to need you to do a little extra work for me. It shouldn't be too taxing. I have a contact in Neverwinter who's secured a cache of treasure. Her name is Oppal DeScart, and you can usually find her in a tavern in the Blacklake District known as the Stable Quiver. She's a shapeshifter, so I can't say for sure what she'll look like when you locate her. You can suss her out with the passphrase "That's a big hen house," and she should reply with "Only to a small fox." When you locate her, tell her that it's safe to "Move the cargo along the Platinum Road." And that's it. She'll give you the treasure to get out of Neverwinter safely. The whole affair should take a few hours, and then you can be on your way. You can get the goods to me when you return."

Omin's primary concern is to have Oppal's treasure secured and removed from the city without drawing the attention of Neverwinter's tax collectors. He tells the characters that the treasure is small but its container is warded, and that they should be prepared to store and carry it without looking in it. Omin isn't keen to get into additional details, though, suggesting that the less the characters know, the better. (This is another potentially entertaining hallmark of assignments handed down from Head Office, and plausible deniability is one of the core competencies of any successful Acquisitions Incorporated franchise.)

THE BACKSTORY

Either on their way to Neverwinter or while in the city, the characters might want to dig around a bit to find out more about what exactly they're getting into. They might also assign a franchise task to their staff back in Phandalin, getting them to use scrutineering or research to find out more.

If you want to make Neverwinter a bigger part of your campaign, more information about the city can be found in the *Sword Coast Adventurer's Guide*. But the following information covers the basics the characters can learn regarding this side trek:

- Everything that goes on in Neverwinter is inexorably tied to Lord Dagult Neverember. After being ousted from his position as Open Lord of Waterdeep, Neverember took up the mantle of Lord Protector of Neverwinter.
- The citizens of Neverwinter accepted the rule of an autocrat who brought peace and stability to a fractious city. With the foundation of his rule solidly established, Lord Neverember cracked down on the nobility and the guilds, whom the lower classes were more than happy to blame for any problems in the city.