

HANDOUT 1

ARS GRATIA ARTIS

A letter addressed to you personally is delivered by courier. The boy identifies her only as “a pretty lady.”

Dear Patron of the Arts,

I have special task that requires some delicate attention. As a strident supporter of our most noble arts, your name was highly recommended as someone who had the skill, dedication, and discretion required. I'm sure someone of your outstanding character can find it in your heart to help a woman in her hour of deepest need. I look forward to meeting you at the Daggers' Rest around noon on this day.



HANDOUT 2

HEIRS OF MIRT

The following letter has been posted on the wall of the Heirs Members' Hall

Followers of The Society,

Worthy adventure awaits those who seek to defend the streets of Waterdeep from what may well be its most insidious threat. If you feel capable of undertaking this mission and are capable, dedicated to the cause, and have the ability to exercise discretion when necessary, meet me at the Dagger's Rest at noon today.



HANDOUT 3

POSTING IN THE DAGGER'S REST

The following letter has been posted on the wall of the Dagger's Rest

Lady in distress needs your help!

A friend in need seeks discreet adventurers to perform a task on his behalf. Please seek me here if interested, I will be here every day for lunch, so noon is the best time to find me.



HANDOUT 4

THAELEER'S COINWATCH BROADSHEET

Flirter's Fickle Favor

Rumor has it that Sune's Kiss has struck twice when it comes to the matter of noble hearts. The demure darling of the Phulbrinter clan has pledged herself once more to true love. Yet this latest declaration leaves the highborn son of House Casslantar lonely and confused. The hearts of the young are fickle things, but most apparently so among the nobles. What lure does Riverwind hold or more than that what trouble did it bring? It is not for us to know - at least not yet.

Comedy and Cuisine

Competition between local nightspots has heated up over the past few weeks. Both the Purple Palace and Three Pearls have recently reopened after undergoing extensive renovations.

The Purple Palace had hired chef Anton Mulsibee from Baldur's Gate to bring his eclectic combination of local and exotic cuisine to Waterdhavian palates, forcing the Three Pearls to offer a full dining experience to its patrons rather than the usual tavern fare.

The Three Pearls countered by bringing in the renowned comedy troupe, The Goodmen, who combine illusion, acrobatics, and witty commentary on the standards and morals of our age. Without a doubt, the Purple Palace will have to put the Purple Prestidigitator to pasture if it wants to keep up.

City Watch Report

Members of the Watch were called to remove drunken patrons from the Full Sails Tavern on the corner of Net and Dock streets. Raff Eddies and Barrick Balthamo, both sail-makers, were booked on charges of damage of property, unlawful hindrance of business, excessive noise, and blasphemy against a God. They were released after paying a fine.

The Watch had to put a stop to a bloody brawl at the docks. Watermen got into a heated argument with the crew of The Esquire that quickly escalated into violence. When we inquired about any arrests made, both the office of the magister presiding over the case and the City Watch refused comment.

A Helping (and Healing) Hand to the Needy

The Ilmatari Order of the Holy Warriors of Suffering has once again embarked on its noble quest. The paladins from the Hospice of St. Laupsenn are conducting their quarterly charity service week at Cookhouse Hall.

Lynneth Dulsær and Sihvet Dyernina have announced that the Ladies of the Divine social club will be lending their talents to the cause as well. I am sure the presence of these lovely ladies will give spirits a lift.

Anyone who is in need of warm food or the attention of a healer is welcome. Donations are always appreciated and can be made at Cookhouse Hall or the Hospice of St. Laupsenn.

HANDOUT 5

Letter to Sihvet

Sihvet,

If this letter has reached your eyes, then I am already in peril. An underground cult has begun to fester within the city and it desires my connections, my ship, and even my very soul.

I need to find help that can operate discreetly within the city. It is of the utmost importance that they tell no one what they might learn, save those who are absolutely necessary to help find me. I suspect this infernal conspiracy has infiltrated the City Watch and the City Guard so do not run to them for help. Seek adventurers to help you, especially those allied with the Heirs of Mirt who are resolved to stamp out such corruption wherever it might be found.

You are the only one I feel I can trust with this task, the one to whom I hope I can turn to once again after all those years.

With fondest regards always,
Nicos

HANDOUT 6A – TEST OF WORTHINESS

Quench your thirst at a tavern favored by thieves, assassins and other blackguards.

Ask for the fiendish special, put a gold coin on the table, and do as you are told.

Be bold, reach into the river and grab the challenge.

Answer the Eight Challenges of Asmodeus

Step through the doorway, follow the sign of Asmodeus and seek your destiny.

HANDOUT 6B – TEST OF WORTHINESS (PART 2)

The Eight Challenges of Asmodeus

- Over which hell does our Lord Asmodeus personally rule? (Religion)
- What is the name of Asmodeus's palace? (Religion)
- Which deity did Asmodeus last slay? (Religion or History)
- What is the name of Asmodeus's archdevil daughter? (Religion or History)
- When was Lord Asmodeus elevated to Supreme Master of the Nine Hells? (History or Religion)
- With which ritual may you open a portal to another location, given the portal sequence? (Arcana)
- Are you strong enough to lead a band of Lord Asmodeus's cultists? (Athletics)
- Defeat that which traps you to find your way to Asmodeus. (Thievery)

HANDOUT 7: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

Severe Offenses: Treason, Assault Upon or Impersonation of a Lord, Assault Upon or Impersonation of a Magister, Forgery of an Official Document

Serious Offenses: Theft, Vandalism or Arson Against the City, Impersonation of Guardsman or Officer of the Watch, Repetition of Lesser Offenses, Willful Disobedience of any Edict Uttered Against One by a Lord

Lesser Offenses: Unlawful Observation or Copying of an Official Document, Assault Upon Any City Officer Who is Acting in the Line of Duty.

Minor Offenses: Blasphemy against Lord, Magister or any City Officer

The Second Plaintiff: Crimes Against the City

Severe Offenses: Poisoning of City Wells, Murder, Spying, Sabotage

Serious Offenses: Fraud, Fencing Stolen Goods, Unlawful Dueling, Murder with Justification, Repetition of any Lesser Offenses

Lesser Offenses: Bribery of a City Officer or Official; Hindrance of City Watch/Guards in their Duty

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

Serious Offenses: Theft of Temple Goods or Offerings, Tomb-Robbing, Repetition of any Lesser Offense

Lesser Offenses: Assault Upon a Priest or Lay Worshipper

Minor Offenses: Public Blasphemy of a God or Priesthood, Drunkenness and Disorderly Conduct at Worship

The Fourth Plaintiff: Crimes Against Citizens

Severe Offenses: Arson, Rape, Assault Resulting in Mutilation or Crippling, Magical Assault, Forgery, Slavery

Serious Offenses: Robbery, Burglary, Theft or Killing of Livestock, Repetition of a Lesser Offense, Usury

Lesser Offenses: Damage to Property, Assault (Wounding), Assault on Livestock, Unlawful Hindrance of Business

Minor Offenses: Assault (without wounding or robbery), Excessive Noise

HANDOUT 8: ASMODEUS'S DREAD AUTHORITY

Asmodeus's Dread Authority	Level 3+ Rare
<i>Asmodeus invests you with the authority he uses to rule the Nine Hells.</i>	
Level 3, Level 13, Level 23 (no market price; cannot be sold)	
Alternative Reward: Divine Boon	
R Attack Power (Charm) ♦ Encounter (Minor Action)	
<i>Attack:</i> Ranged 10 (one creature); the boon's level +5 vs. Will <i>Hit:</i> The target is subject to your dread authority (save ends). While the target is subject to your dread authority, you can slide the target 1 square as a free action at the start of each of its turns. <i>Level 13:</i> Slide the target up to 2 squares <i>Level 23:</i> Slide the target up to 3 squares	
R Attack Power ♦ Daily (Minor Action)	
<i>Attack:</i> Ranged 10 (one creature subject to your dread authority); no attack roll needed <i>Effect:</i> The target chooses to either fall prone or take 5 fire damage. <i>Level 13:</i> 10 fire damage <i>Level 23:</i> 15 fire damage	
Reference: <i>The Book of Vile Darkness</i> , page 75.	