

PLAYER HANDOUT 1: THE HEIRS OF MIRT

A SOCIETY OF WATERDHAVIAN ADVENTURERS WHOSE MEMBERS VOW TO DEFEND WATERDEEP AGAINST ALL ENEMIES, TO UPHOLD THE VALUES OF WATERDEEP (SUCH AS FIGHTING CORRUPTION), AND TO AID THE HELPLESS.

- There is no membership fee nor salary nor stipend for membership.
- The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that, then they should resign.
- You may be a member of an Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties likely lie with other realms. If they make their residence in Waterdeep in the future, they may join at that time.
- As we prove the worth of the adventurers, it is hoped that the Society is seen as an informal militia or a group that would provide back up for the City Guard for the defense of the City.
- It is possible that the membership might decide to undertake civic projects in the future.

To become a member of this organization a PC must be a citizen of Waterdeep and have either story Award WATE14 or WATE 24 or have a total of 2 favors (which are granted in story awards) from different organizations/personages. Most story awards that grant favors note that in the text. However, the following story awards can also be used for this purpose (they predate the forming of the organization) WATE2, WATE5, and WATE 10.

Benefits:

Membership benefits include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.

Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.

Healing (from the local temples) is available at cost (no markup) when arranged through the Society.

The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.

Tickets to current entertainment events in Waterdeep are available at half price.

Additional benefits include:

The table gains one bonus action point if you are at a Society table (a table with 3 or more members of the Heirs of Mirt). These bonus action points follow the same rules as for adventuring companies and do not stack with an adventuring company's action point. A table can only have one bonus action point.

A member gains access to *Courtier's Cape* (uncommon, Adventurer's Vault 2) and *Ring of Retreat* (uncommon, Adventurer's Vault). You can purchase these items or choose them with your found item slots when your level plus four is equal to or greater than that of the item. You may upgrade the items. The default location for the *Ring of Retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.

Members gain a +2 bonus to Streetwise checks within Waterdeep and a +1 bonus to Streetwise checks in any urban location.

Ex-Members: Should a member leave the Society, they are not allowed to rejoin later. Rumors circulating within Waterdeep about their departure results in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member are not be welcomed as a guest within the members' hall.

PLAYER HANDOUT 2: BRIGHT SLEEVE DECORATION OF WATERDEEP

This decoration is literally a sleeve of cloth-of-gold, embroidered with the name of the person to whom it is awarded. The Bright Sleeve is fitted with elaborately worked pins to secure it at wrist and shoulder. The pins resemble serpentine bows of knotted laurel leaves. It fits a human arm from the wrist to its “flame,” which stands up from the wearer’s shoulder like a stiff collar. The sleeve’s open end flares outward like the tabards of some heralds, and it has a pleated, accordion-like section at the elbow that allows it to be shortened (without actual alteration) for wear on shorter arms.

The Bright Sleeve is awarded to outlanders, citizens, and employees of the city (Guard, Watch, courtiers, and hirelings) for acts of bravery above and beyond expected conduct or paid duties. An example of award-winning conduct is rescuing someone at the risk of one’s own life.

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