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# Adventuring Charter

Know ye all by this good and true document that these bearers, known as Moon Hounds, are granted the right and privilege to wield steel and weave spell within the territories and protectorate lands of the Crown of Cormyr. Let no War Wizard, Purple Dragon Knight, or officer of the Crown restrict these rights so long as this charter remains in good standing with the Throne.

Members of Moon Hounds are required to wear a badge or coat of arms identifying themselves as such at all times and have this document readily on hand whenever it is called for. Moon Hounds is expected to obey, and when called upon, to help support local magistrates in enforcing the posted laws and rules of the realm. This charter requires an annual tax of no less than 1000 golden lions of Cormyrean mint on the anniversary of the signing of this document, payable at appointed Purple Dragon outposts in the realm. These rights shall extend to members of Moon Hounds as listed below. Any changes to the membership of Moon Hounds requires a re-issuance of this charter by an authorized individual.

Moon Hounds Formal list of Adventurers, to hereby receive complete benefits bestowed upon them by Moon Houndsand Royal Kingdom of Cormyr:

Ander – dead (12 Hammer 1493 DR)

Chen Lao – dead (12 Hammer 1493 DR)

Shanairra Amanodel – dead (12 Hammer 1493 DR)

Rhogar Travek – dead (12 Hammer 1493 DR)

Darrake Steelshorn – dead (12 Hammer 1493 DR)

Erdan Holidon – dead (12 Hammer 1493 DR)

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

Let it also be known that any untoward behavior acted against the bearers of this charter shall be taken as a threat against the Crown and accepted civilized behavior as witnessed by Heralds of note and standing everywhere. Consider, and conduct thyself accordingly.

The Moon Hounds is relied on to act in the best interest of the Kingdom of Cormyr. Know ye all, by this good and true document, that the bearers are entitled by the Crown of Cormyr to bear arms within the lands under our writ and hand.

**Such lands of Cormyr to include**: Arabel, Marsember, and the capitol Suzail; to further include the farming village of Bogbrook, settlement of Dawngleam, Gladehap, Kirinwood, the hamlet of Monksblade, town of Wheloon, Wormtower, Aunkspear, Dhedluk, Espar, Eveningstar, Immersea, Jesters Green, the Knightswood hamlet, Mouth o’ Gargoyles, Tyrluk despite any commoner misgivings, Waymoot, port of Hultail, village of Juniril, Thunderstone, with extreme care, caution the lost town of Tilverton, fortified town of Greatgaunt, and Wyvernhunt.

Rights of members entitled by Moon Hounds are expected to receive the following rights and benefits while in continuous good standing with Moon Hounds, and the Royal Kingdom of Cormyr, who so supports this charter.

**Rights and Privileges** are as follows:

Fair distribution of wealth accumulated in the act of adventuring with [The Band Name], in the service of the Crown of Cormyr.

Wealth may be used in a manner solely the decision of the person in possession of said Wealth. Violations of the Charter will forfeit good standing status and rescind membership and future distributions of treasure.

A small 5% division of appropriated wealth, in the act of adventuring with the Moon Hounds, will be collected to fund a Company pool of resources in an effort to better the facilities/accommodations the members of Moon Hounds use. Such facilities may include, but are not limited to: Taverns, Inns, Housing, discounted meals and equipment, magical services, funeral services and resurrection services.

Members of theMoon Hounds , in good standing, may request funeral arrangements be carried out upon death.

I, Reardon Cormaeril, Lord of Eveningstar, expressly empowered by Her Royal Majesty Raedra to grant this adventurer's charter within the territories and protectorates of Cormyr, do authorize the validity of the statements made herein on this, the 15th of The Fading, 1463 years since the founding of the Obarskyr Dynasty, otherwise known as The Year of Dwarvenkind Reborn.

Witnessed by Brenden Ylisire, Royal Court Scribe, Eleint, 1463 СR

Renewed by Berent Vandurn, King’s Lord of Hullack Town, Hammer 18, 1468 СR

Witnessed by Tress Merendil, Royal Herald, Hammer, 18, 1468 СR

# Adventuring Charter variant

Know ye all by this good and true document that these bearers, known as [The Band Name], are granted the right and privilege to wield steel and weave spell within the territories and protectorate lands of the Crown of Cormyr. Let no War Wizard, Purple Dragon Knight, or officer of the Throne restrict these rights so long as this charter remains in good standing with the Throne.

Members of [The Band Name] are required to wear a badge or coat z arms identifying themselves as such at all times and have this document readily on hand whenever it is called for. [The Band Name] is expected to obey, and when called upon, to help support local magistrates in enforcing the posted laws and rules of the realm. This charter requires an annual tax of no less than 300 golden lions of Cormyrean mint on the anniversary of the signing of this document payable at appointed Purple Dragon Knight outposts in the realm. These rights shall extend to members of [The Band Name] as listed below. Any changes to the membership of [The Band Name] requires a re-issuance of this charter by an authorized individual.

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

[Character Name and Title]

Let it also be known that any untoward behavior acted against the bearers of this charter shall be taken as a threat against the Crown and accepted civilized behavior as witnessed by Heralds of note and standing everywhere. Consider, and conduct thyself accordingly.

I, Baron Thomdor, Warden of the Eastern Marches in Arabel, expressly empowered by His Majesty, King Azoun the Fourth to grant this adventurer's charter within the territories and protectorates of Cormyr, do authorize the validity of the statements made herein on this, the 15th of Highsun, 1470 years since the founding of the Obarskyr Dynasty, otherwise known as The Year of the Harp.

# Adventuring Party Contract

This contract will set forth the terms and conditions of membership within the XXXX. This document is legal and binding on anyone who agrees to the terms by signing below. Any member violating the terms set forth herein will be dropped from the company, and required to turn over any group treasure he is holding.

## Terms and Conditions:

• PARTY LEADER is to be the leader of the group. He will have final say on any decisions that must be made by or for the gro **PARTY LEADER** up. Should something happen to him, SECOND IN COMMAND will take command until such time as is in a condition to resume command. If both are incapacitated, the individual members will make their own determination about who to follow.

• Each member will share equally in the mundane chores of the trail: guard duty, making and breaking camp, cooking, cleaning, etc.

• Each member will be responsible for maintaining his personal equipment, weapons, armor, mount, etc, so that they are functional and bring no discredit to the group.

• All magic items found will be the property of PARTY LEADER first. Those items he cannot use will be handed over to the members of the party who he deems can make best use of them.

• Any coins found will be equally split by all members of the party.

• Any valuable items, whether mundane or magical, not of use to the party will be sold and the proceeds equally split between all members of the party.

• The selling of items for division of proceeds will take place once the group has returned to city nsmr

• Deceased members will receive a half-share of the treasure, payable to their next-of-kin, or a person named by them in their will.

• Any member deciding to leave the group before the expiration of the contract must hand over any magic items, he has been given from the group treasure, or pay the value of said items in gold. He may keep any gold that he has been given, and any mundane items.

This contract will remain in effect until a minimum of six months after its signing, and no more than one year after said date. The contract may be terminated prior to the one-year anniversary by having the group appear before a Justice in **Cormyr** and declare their intention to dissolve the contract. It may be renewed after the one-year date by the party likewise appearing before a Justice in the city of Cormyr and declaring their intentions. The signers below do forthwith declare their intention to abide by the terms of this contract, barring death or dismemberment, to the best of their ability:

In accordance with these aims of this endeavor, the Company doth hereby adopt the following by-laws for membership:

I. All members of the Company are to be accorded equal treatment regardless of race, occupation, prior rank, or condition of servitude.

II. Just and equal compensation shall be awarded to all members who prove their worth and hath earned reward. One accused of dereliction must be so judged by a majority of his fellows. One so judged shall forfeit all monies and treasures from said mission to the other companions.

III. Enchanted arms, armor, & implements, etc. shall be awarded to the member who hath the greatest use for it, as decided by a majority decision. Accepting such reward forfeits monetary compensation up to the item’s value. If the majority can reach no consensus, let those who want said item cast lots for it.

IV. No item shall be destroyed or sold to market without first being offered for sale to another member of the company for a fair cost of half its value, or in trade for another item.

V. The Company shall not accept any contract without the approval of a majority of the fellows. Those who wish no part in a contracted mission may elect to take no part in any responsibility nor any reward.

VI. Any member of the Company may propose a mission of conscience to the fellowship, so long as it does not violate a contract. Said mission must be approved by the majority of fellows, and may also be terminated by a majority. All treasures gained in said mission shall be shared as per normal.

VII. Once the Company hath been contracted by an employer, it shall fulfill its obligation before it accepts a new contract. A member who accepted a contract and falters in this obligation shall earn no reward from it & shall pay damages to the Company in compensation.

VIII. A Company member shall give his or her best effort in all tasks for the company, above all, defending the lives and property of fellow members. A member ill-suited to a task shall nevertheless aid those who are. One found by majority to be willfully harming or allowing the Company or its members to come to harm, shall be expelled from the Company, forfeit all reward, & possibly be surrendered to authorities if applicable.

IX. A fellow who falls in the line of duty shall be accorded the following consideration: Immediate aid to injuries if possible, a proper burial & treasure distributed to the member’s kin if not. If Fate allows, the company shall put forth the coin for a ritual of resurrection.

X. These by-laws are subject to change pending the approval of the majority of the Company’s Fellows.

# Хартия Авантюристов - описание

Any group of five or more adventurers who plan to travel and work together on missions must regis¬ter with the crown as an official adventuring force. The group must obtain a “royal charter of arms” in Smail from the court, usually the current chancellor, lord high marshal, or ruler. The chancellor, currently Beri Huntsilver (female human Arito), is available to take applications for charters in Suzail. An application must be signed by all members uf the group, who must disclose their real names and places of residence, and the group must describe its collective name, badge, seal, coat of arms, standard, flag, or other identifying symbols. Any permanent change to the group's title, symbols, or size requires a revision of the charter; charter records arc updated on the first of each month. A copy of the charter is issued to the group as a whole, with extra copies available for tou gp each.

A charter for five or six adventurers (forming a legal "fellowship”) costs 1000 gp, with an annual tax of 300 gp on the anniversary of the date of signing the charter.

In 1372 D.R., larger groups are charged 2,500 gp per person per tenday for temporary charters if they are not native to Cormyr. The group’s projected date of disbanding (within two tendays) must be registered and adhered to.

Native Cormyrians are charged t.000 gp per person per tenday. A long-term or permanent adventuring charter for a group of seven to thirty (legally, a "band") costs a flat 5,000 gp per person, for natives and non-natives alike. A group leader must be designated to speak for all in the band in legal matters. The annual tax on a band as a whole is 1,500 gp.

A late fee uf zo gp pur day, for up to ten days, Is assessed on annual taxes on adventuring groups. Failure to pay the rax and late fee within this period will cause the charter to be revoked. Revocation means that a group (if it has not informed the crown that it has disbanded) has decided to oppose the crown and is now officially “outlaw.” A warrant is issued to the Purple Dragons for the group's arrest and detention, tlwugli this happens ufien enough that groups are nor automatically thought of as being in rebellion (more likely, they are just preoccupied with adventuring), and so are not attacked immediately by force of arms. The group, once located, is warned to allow the arrest, taken into custody, and given rhe chance to pay all overdue taxes and late fee3. After this, the group can either officially disband at no cost, losing its charier for good, or have lire charier reinstated to continue adventuring.

A member of an adventuring group can be stricken from its membership by the crown for criminal actions, and a charter can be revoked at any time for any reason by the issuing authority. As travel and communication across Cormyr take time, so any changes to 0 group’s charter will also rake time to fully take effect.

Charters cost 1,000 golden lions, with an annual tax of 500 golden lions due on the anniversary of the signing of the charter. There is a late fee of 20 golden lions accrued per day for up to 10 days. If the tax is not paid, and the late fees are not paid by 10 days past the due date, the charter is revoked.

Having its charter revoked does not merely mean the band is barred from adventuring within Cormyr, but also that the group has decided to oppose the crown by wilfully refusing to renew the charter. The group is considered outlaw, and a warrant is issued for members' arrest and detention. Once arrested, the group can still pay the overdue tax and late fees. If the members do pay, their charter will be reinstated and the group may resume

If someone is added, the group must make sure that the new members name is recorded in Suzail. Records of charters are updated on a monthly basis. Regardless, a group cannot number more than 30. Once a group is chartered, me

Having its charter revoked does not merely mean the band is barred from adventuring within Cormyr, but also that the group has decided to oppose the crown by wilfully refusing to renew the charter. The group is considered outlaw, and a warrant is issued for members arrest and detention.

Once arrested, the group can still pay the overdue tax and late fees. If the members do pay, their charter will be reinstated and the group may resume its activi-ties. Otherwise, the charter is revoked permanently, and the group may not assemble while wearing weapons.

Should a member of a given group commit a crime, that person is automatically removed from the list of registered names on the charter.

The charter gives the adventurers the right tell and only to bear arms, not the right to conduct them-selves in an uncivilized manner.

Late fees of 20 gp per day are applied to the annual tax of a charter - if the fees aren't paid within a tenday the charter is revoked. If the group doesn't officially announce that it has disbanded by the time a charter is revoked, they are declared outlaws and a warrant is issued for their arrest (though they are given a chance to pay any fees if willingly taken into custody). Members can be stricken from a charter by the crown and a charter can be revoked at any time.

An adventuring band must disclose its members' names and its number in the charter. This makes adding members to the group especially difficult, so those who apply for a charter should be confident of their group's integrity before application. If someone is added, the group must make sure that the new member's name is recorded in Suzail. Records of charters are updated on a monthly basis. Regardless, a group cannot number more than 30. Once a group is chartered, members must wear the group's badge or coat of arms at all times.

its activities. Otherwise, the charter is revoked permanently, and the group may not assemble while wearing weapons.

In 1372 DR charters for 'bands' (7 to 30 individuals) are usually permanent but can also be long-term but temporary for a flat rate of 5000gp per person with an annual tax of 1500gp. Nonnative 'fellowships' (5 or 6 individuals) are usually temporary and must have a projected date of disbanding. These are 2500gp per person per tenday. Native cormyreans are only charged 1000gp.

Any permanent changes to the group's name, identifying symbols or membership REQUIRES a revision of the charter. Charter records are updated on the first of every month.

## Стоимость

**Выдача:** 1000 зм

**Выдача Хартии подписанной Королевой:** 3000 зм

**Ежегодный налог:** 300 зм

**Добавление или удаление членов:** 30 зм за человека

**Создание копии:** 100 зм

**Изменение геральдики, записанной в хартии:** 500 зм

**Изменение названия, записанного в хартии:** 500 зм

Штраф за просрочку 20 зм в день вплоть до 10 дней, после чего надо оформлять новую хартию

## Преимущества

Можно носить оружие и собираться вместе

Не распространяется действие Cormyr Royal Salvage Law, которое устанавливает награду за возврат утерянных ценностей.

Грамота позволяет авантюристам владеть оружием, и открыто его носить (хотя в городе оно должно перевязываться мировязью), а также заключать официальные контракты

## Кто может ее выписывать

* Лорд-командующий at High Horn
* Защитник Восточных Земель в Арабеле
* Лорд Высокий Маршал в Королевском Дворе в Сюзейле
* Канцлер
* Королева
* Королевские Лорды в поселениях

## Обязательства

## Ограничения

* Не более 30 членов
* В ней записаны имена всех членов отряда
* В ней указан особый знак

# Отношение к Авантюристам

## Дворяне

Недолюбливают.

Любой контракт, заключаемый между дворянами и авантюристами должен быть в засвидетельствован Королевским Лордом.

## Обычные жители

Любой контракт между

## Пурпурные Драконы

## Регистрация как награда

Даже если у авантюристов нет дворянского титула или иного звания, всех они регистрируются, если они ведут свои дела в Кормире. Это тоже наделяет определенными обязанностями, так же как и привилегиями.

## Внесение в реестр авантюристов

Наиболее распространенной формой регистрации групп искателей приключений является выдача грамот искателя приключений. Грамота стоит немало, поэтому доступна только достаточно обеспеченным группам.

Регистрируются группы от 5 до 30 авантюристов, хотя Корона рекомендует группам более 10 существ регистрироваться как наемники. Грамота позволяет авантюристам владеть оружием, и открыто его носить (хотя в городе оно должно перевязываться мировязью), а также заключать официальные контракты. Особенно отличившиеся группы авантюристов могут подать прошение на полную королевскую грамоту, подписанную лично правителем. Стоит она не дешево - 3000 золотых монет. Любая грамота искателя приключений может быть отозвана королевским указом, за измену или другое преступление.

Однако чаще правительство поднимает ежегодный платеж для группы настолько, что она будет не в состоянии оплатить ее, вследствие чего она будет распущена или просто объявлена вне закона.

## Наемники

Объединения наемников прав имеют столько же, сколько и авантюристы, но, как правило, имеют большую численность, а также больший выбор доступных для них контрактов и упрощенную отчетность перед Короной. Цена грамоты наемников высока:

* 20 000 зм как первоначальный взнос,
* 3000 зм - ежемесячно
* и по 25 зм за каждого временного рекрута вошедшего в объединение в течение года.

## Регистрация магов

Каждый маг, чародей, колдун или иной тайный заклинатель способный читать мощные разрушительные заклятия (начиная с 3ьего круга) обязан зарегистрироваться у местного лорда, герольда или Боевого Мага. Зарегистрированные заклинатели могут практиковать магию открыто, и наниматься Короной для исследований, магической поддержки или получать иные задания от Боевых Магов Кормира. Зарегистрированные маги так же имеют право присутствовать на ежемесячных заседаниях Совета Магов, а те, кто проявят себя, могут быть приглашены в Совет в качестве Советника.

Заклинатель, не пожелавший пройти регистрацию, может находиться в королевстве, не опасаясь заключения, но если будет установлено, что он убил с помощью магии другого человека, или нарушил законы Кормира, то его могут пометить как мага-предателя. За такими заклинателями обычно охотятся Боевые маги, и они могут быть убиты владеющими грамотами авантюристами или зарегистрированными магами, не опасаясь гнева Короны.

Заклинатели, входящие в группы авантюристов автоматически регистрируются, и могут не бояться вызвать гнев Боевых Магов Кормира.

The strict enforcement of this law began after Gondegal raised a mercenary force from within Cormyr and tried to secede from the kingdom. Enforcement of the requirement of a charter is meant to prevent a recurrence of this sort of activity. Any group of five people or more is required to obtain a charter.

It was written for the adventure 'The Door from Everywhere'. Dragon #88 was written well before 1372 DR.

# Наемники

Объединения наемников прав имеют столько же, сколько и авантюристы, но, как правило, имеют большую численность (до 30 постоянных членов и сотня новобранцев в случае кризиса в королевстве), а также больший выбор доступных для них контрактов и упрощенную отчетность перед Короной.

Цена грамоты наемников высока:

* 20 000 зм как первоначальный взнос,
* 3000 зм - ежемесячно
* и по 25 зм за каждого временного рекрута вошедшего в объединение в течение года.

# CORMYREAN ADVENTURING LAWS

Because this adventure takes place in Cormyr, the PCs should already be aware of certain laws covering freelance adventurers flawless freeswords” to many Cormyrians), particularly restrictions on magic use and the bearing of arms in this kingdom. You might find it interesting to have unprepared PCs go through some of this bureaucratic work before the actual start of the adventure. Conversely, you can Ignore these regulations if they are not appro priatc for your campaign.



## Peacebonding weapons

Armed adventurers who travel about in peace (in other words, while between missions inro dangerous areas’) must have ''peacestrings'' tied around their sword and dagger hilts to their scabbards. I he Purple Dragons enforce this law, though they term it 3 “custom.”

Soldiers at Purple Dragon guard posts are willing to tie peacestrings of their own make on visitors’ weapons.

Using a peacestring is a symbolic gesture meant to pul commoners at ease, allhough Purple Dragons are all too aware that most have no effect in a real fight.

Large weapons like battleaxes are expected tn be capped with leather and stuck in belts, or strapped to backs so as to make them difficult to reach.

Bows are usually unstrung and carried on backs, requiring a round to prepare for battle.

Weapons that double as tods (hammers, hand axes, eating knives, and so on) escape peaueslrings if used by farmers and wurkers known to local Purple Dragons.

If stopped by Purple Dragons for not following the 'custom' an adventuring group can produce a copy of its charter and be allowed to proceed without further hindrance, so long os this occurs in on orca where weapons would reasonably be kept at the ready (in the Stonelands, for instance, but nor downtown Suzail). The penally fur foiling 10 put peacestrings on bladed weapons in areas where fighting would nor be expected is seizure of all carried goods by the crown, with possible imprisonment and expulsion from the realm. Self-defense in the presence of witnesses is permitted as an alibi for having an unbound weapon.

## Wizard registration

Every wizard, bard, warlock or sorcerer of 5th level or higher is required to register with ihu crown. Each wizard must travel to Suzail and meet personally with xxxx, the current Royal Magician of Cormyr and Chairman Emeritus of the College of War Wizards, and report \*\*his or her name, sigil, place of residence, and travel plans for the next six months\*\*. Each wizard is personally responsible for ensuring this information is updated and current, there is no registration fee.

By mid-1372 DR, senior War Wizards have stepped In for the overburdened Caladnei to keep up the registry. and even trusted nobles will rake the initial applications. I he penalty for failing to send in updated information is a fine of 500 gp, doubled with each passing tenday, with a guaranteed visit from the War Wizards after two tendays. Refusal to register is grounds for banishment from the kingdom, and refusal lu leave is grounds for being arrested and Imprisoned (or slain. If resistance is fierce). Wizard PCs are assumed to have already registered with Caladnei or her War Wizards, but travel for this adventure must also be registered once the adventure is accepted.

## Minor writs

If adventurers are hired on a mission for the crown, they are often each given a paper that is legally referred to as a minor writ. This paper states that the named bearer is on royal business and is nor to be delayed. Assistance in the form of food, water, and shelter must be provided within reason. However, a minor writ has many limitations of which adventurers are rarely aware. The bearer is not empowered to confiscate items from Cormyrian citizens or to interrogate or search such citizens; these legal powers are for certain members of government, nobles, the Purple Dragons. War Wizards, village militia, and city guards. Further, many army officers. War Wizards, and so forth have full freedom to ignore minor writs if, in their judgment, doing so serves a greater need or cause. If a besieged army must hoard its supplies, an adventurer with a minor writ cannot get food from it if the commander says no. Because the major use uf minor writs is 10 gel fiée fvvtl and drink from Inns, restaurants, and Taverns, writs are commonly called “meal tickets" by those who use them regularly. For obvious reasons, many merchants dislike seeing a minor writ, as it means they must write off tha cost of any food taken or otherwise suffer the loss of business with no opportunity for compensation.