



## Оглавление

Adventuring Charter

Adventuring Charter variant

Adventuring Party Contract

Terms and Conditions:

Definitions:

I. Issues of health

- A. Death
- B. Draining
- C. Other Disabling injuries
- D. In Harms Way
- E. Division of deceased person's assets

II. Division of booty and financial matters

- A. DOTSE: Division Of Treasure Share Exemption(s)
- B. Items of intrinsic/perceived monetary value
- C. Bidding on items
- D. Disposition of unwanted and/or worthless items
- E. Division of treasure in a mixed party

III. Membership

- A. New members
- B. Leaving the %%PARTY NAME%%

IV. Election of officials

- A. Annual elections
- B. Nominations
- C. Duties
- D. Elections
- E. Impeachment

V. Voting

- A. Rules governing %%PARTY NAME%% voting procedures

VI. Article amendments and bylaws

- A. Amendments
- B. Bylaws

VII. Current Bylaws

- A. Meetings

## Рабочие материалы

Этот документ не является релизным- а всего навсего собранием сведений о Хартии Авантюристов и ее использовании в Кормире.



B. Personal debt

C. Use of personal property during death to life transition period

Хартия Авантюристов - описание

Стоимость

Преимущества

Кто может ее выписывать

Обязательства

Ограничения

Отношение к Авантюристам

Дворяне

Обычные жители

Пурпурные Драконы

Внесение в реестр авантюристов

Наемники

Регистрация магов

CORMYREAN ADVENTURING LAWS

Peacebonding weapons

Wizard registration

Minor writs

Official Charter of Incorporation





## 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 of 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]

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 group. **PARTY LEADER** up. Should something happen to him, **SECOND IN COMMAND** will take command until such time as **PARTY LEADER** 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.



# Adventurers Concordium

## Adventurers Concordium

XX XXXX XXXX

Mission Statement of the %%PARTY NAME%%

*"To redistribute the ill-gotten gains of evil, recover treasures lost to the darkest corners of the world, and to stop any who would interfere with the freedom and peace of the peoples of Faérun."*

**Introductory paragraph:** This document contains a number of articles which are intended as a whole to be a governing document outlining the conduct of business, division of treasure, rewards and other spoils, and to help in making unified decisions of, by and for the %%PARTY NAME%% an adventuring company based in Whillip)). Note that these articles are only binding to members of the %%PARTY NAME%% themselves. Other persons adventuring with the %%PARTY NAME%% are not subject to these articles; with one exception - Any person wishing to adventure with the %%PARTY NAME%% (and expecting a share of treasure and equitable treatment by the %%PARTY NAME%%) must agree to abide by Article II (Division of booty and financial matters). Failure to agree upon this stipulation precludes a person from active participation in an adventure with the %%PARTY NAME%%, but they may willingly accompany the party as a non-party member (as an accompanying non-party member). Some articles specifically refer to non-members, but those articles cannot be considered binding upon non-members (excepting where/when a non-member has agreed to abide by Article II (Division of booty and financial matters) stipulations. These articles are presented in order to allow for a uniform code of conduct with regard to considered actions, regardless of membership affiliation.

### Definitions:

1. %%PARTY NAME%% r Members (Company Members, Members or Member; also known as %%PARTY NAME%% (plural and possessive): Official members of the %%PARTY NAME%% organization. Voted on and accepted as members by the organization.
2. Sponsor: One member of the %%PARTY NAME%% is considered to be the 'Sponsor' of the organization/adventuring company. Maghrehv Eiddiesse Ekhhs (aka 'X'). X is the 'Sponsor' of the '%%PARTY NAME%%'. This person is a special non-voting member who cannot be Impeached or Excommunicated (ref Articles III & IV). The sponsor will hold no 'Office' of the party, but the Sponsor agrees to pay all Sembian taxes; so long as the party is Chartered (registered as an adventuring group) under the sponsor's name, and the members reside at the sponsor's manor (allowing housing exemption only for wedded members with dependent children).
3. Party (the Party): Refers to a group of persons participating in cooperative adventuring activities (an adventure), which may or may not consist entirely of all or part of the %%PARTY NAME%%. Not all persons in the party need to be members of the %%PARTY NAME%%.
4. Member's Fund: Currency in physical form or funds deposited with a bank or credit holding and/or extending establishment. May also consist of real items and property belonging collectively to the %%PARTY NAME%% (not the private funds or property of a specific person or member), used to cover certain expenses, pay for taxes (outside those paid by the sponsor) and other group financial transactions/obligations.
5. Value: Value in all cases should be taken to mean the accepted appraised value, or what something may be expected to sell for in gold pieces (or fractional coinage of the realm). The 'item' having value may be coins, gems, items (mundane or magical), maps, books, other valuables or property. There is no guarantee that an item will/may be sold for its perceived value as defined here. However, there is no recourse for loss of expected value to an individual, should they accept items in lieu of coin. For example: if the item turns out to be cursed, and that fact is only learned after acceptance in lieu of coin. Or, the item only works once, and the person accepting it expected it to work indefinitely.
6. Agreement, consent, or decision: In any case where an agreement or decision is required, it should be taken to mean group voting as defined in Article V.a. Voting/Rules governing %%PARTY NAME%% voting procedures.
7. Person: Someone who an article may or may not apply to. A person is not necessarily a member of the %%PARTY NAME%%. A person is not necessarily a party member. Person also applies to accompanying non-party members (see intro paragraph above). Person is generic. Member is specific.





8. DOTSE: Division Of Treasure Share Exemption(s). There are certain conditions when certain items can be 'Exempted' from any division of shares considerations. There are also certain conditions where exemptions are NOT permitted. These conditions and stipulations are referred to as 'DOTSE'. See below for more details.

## **I. Issues of health**

### **A. Death**

1. If a member dies during an adventure, the %%PARTY NAME%% will perform a "speak with dead" in order to determine the deceased member's wishes regarding his/her return to life. The %%PARTY NAME%% will contribute up to 6,000gp toward the cost of returning the member to life. Any additional costs will be paid by the member revived.

a) If a member does not have sufficient funds to afford the procedure/spell, a majority vote by present members will determine if the %%PARTY NAME%% will make a loan for (or grant) the necessary amount. The individual returned to life must acknowledge this debt upon returning to life.

### **B. Draining**

1. If a member has his/her level(s) drained during an adventure, then the cost to have the level(s) restored will be split 50/50 between the %%PARTY NAME%% and the restored member (unless voted otherwise).

### **C. Other Disabling injuries**

1. If a member is disabled in some manner while participating in an %%PARTY NAME%% approved/selected adventure, then the %%PARTY NAME%% will split the cost(s) of reparation/rehabilitation 50/50 between the %%PARTY NAME%% and the affected member (unless voted otherwise).

### **D. In Harms Way**

1. No member shall intentionally harm, or place in harm's way, any other member without their consent.

a) If a member intentionally harms, or places another member in harm's way, then that member's continued membership shall be discussed and if necessary voted on by all other members at the soonest opportunity.

### **E. Division of deceased person's assets**

1. Assets of a deceased person (when found/disposed of by the party) shall be handled in accordance with the wishes (expressed prior to death in written (a will) or verbal form, or after consultation with the dead person via "speak with dead" or some other means) of the deceased person. The %%PARTY NAME%% will be named as executor on the wills of all members.

a) If a speak with dead (or other means of communicating with the deceased person) is not possible, and no written (or verbal) will is available/communicated, then the assets of the deceased person will be handled in accordance with Article II.

b) Items from a deceased person are not subject to taxation in Sembia ('Booty Tax') if that person was a citizen of Sembia and/or a member of an adventuring group based/incorporated in Sembia, and his/her items have been previously taxed or assessed (for taxation status) by a Sembian taxation authority.

## **II. Division of booty and financial matters**

### **A. DOTSE: Division Of Treasure Share Exemption(s)**

1. Before we get to the division of treasure/booty amongst party members. Let's discuss the 'Exemptions'. There are four exemptions to division of treasure. Four times when individual members get no say in the division of treasure. Four instances where shares of treasure are distributed/dispersed before the members get a say. Those exemptions are:

a) DOTSE-A: Items of intrinsically evil nature

(1) The party as a group determines that an item is so evil that its continued existence poses a threat to the existence of sentient life and civilization (regardless of the culture, alignment or political disposition of the civilization). These items will not be sold, lent or given to anyone (including party members, the organization's sponsor, good-aligned caretaker organization(s)). The item(s) will be destroyed or disposed of in a manner that makes the item inaccessible to any/all sentient beings. These items are not included in the division of treasure calculations.

b) DOTSE-B: X's share

(1) After the total value of the booty has been assessed (the only exemption being DOTSE-A), and before any other expenses are deducted for member's expenses, but before any logical / virtual shares are distributed. The Sponsor (see definitions) shall receive a half (no exemptions/deductions) share of treasure.

(2) In this calculation, each member gets two shares, and the sponsor gets one share. In a party of seven members + the sponsor, there would be 15 shares. Each member would get two shares, and the sponsor would get one share.

(a) For example. If the party accumulated a treasure worth 75,000gp, then it would be divided as follows:

i) Each member (not accompanying non-members or animals) would be entitled to 10,000gp.

ii) The Sponsor would be entitled to 5,000gp



(3) The remaining 70,000gp would then be eligible for further reduction in accordance with DOTSE-C and DOTSE-D, and distribution of shares into a 'Party Fund'.

c) DOTSE - C: Exempted items of value

(1) After items have been declared/presented for distribution, but before the assessment of value and final distribution (not to include temporary disposition/distribution (see III.A.c.(1).(a) and II.B.2.a) to specific individuals, the %%PARTY NAME%% may (with a majority vote) exclude any specific items from division and distribution as governed by Article II.

(a) Party members may dispose of or distribute recovered (including gifted items) items for use (not ownership/permanent disposition) amongst party members before the item's final disposition/distribution, in order to benefit the party or a particular person.

(b) Any such items that are consumed or completely expended in the course of completion of the adventure are exempt from any DOTSE exemptions or compensations. Such items expended/consumed which result in a permanent benefit to a particular character or individual would only be subject to DOTSE exemptions if the party voted (see Article V) that the item is subject to division of treasure compensation.

d) DOTSE - D: Level advancement costs

(1) All training costs incurred by the %%PARTY NAME%% (not to include any accompanying non-members), shall be paid from the booty recovered during an adventure).

(2) Advancement to the next class level(s) and guild membership fees are considered to be party expenses under this share exemption calculation.

(3) These expenses will be deducted from the available funds before any division of treasure (except DOTSE-A, B, C). The %%PARTY NAME%% will pay for training costs regardless of the member's 'Performance Rating' (ref RWHR)

## B. Items of intrinsic/perceived monetary value

The %%PARTY NAME%% will keep track of all treasures recovered. Records of treasure (aka 'booty') will include the following information:

A name for the item(s).

A description of the item(s) recovered, including any known magical auras, special properties or command words.

A location/description of where a treasure was found/recovered.

A location/description of where the treasure is stored, or who is carrying/using the item prior to the item's final distribution/disposition.

A GP value if known or assessed.

The member keeping track of the booty must note when members enter or leave the party, so that proper logical / virtual shares can be calculated.

When items of perceived monetary value (gems, gold, coins, precious metals, magic items, etc) are obtained by any person (during the course of work on behalf of the %%PARTY NAME%%), they shall be presented for distribution/consideration in accordance with the clauses of this article.

Items specifically presented to an individual or group by a benefactor are excluded from this clause (when the item(s) are intended as a reward solely for that individual or group). The individual or group may intentionally submit such items to the %%PARTY NAME%% for disposition in accordance with Article II of this concordium.

(1) For example: A magic sword may be used by the party's Fighter until the adventure is over. A magic healing potion might be held by the party's Cleric and then used to revive a party member during the course of the adventure.

(2) For example: The party may have recovered a powerful but evil item. In order to prevent it from ever being used by some nefarious character (or NPC), the party may decide to destroy it. The item might be worth a large sum of money, or its full value may not be known. The party may destroy such an item. Selling such an item is typically not permitted. Once an item is 'sold' it becomes someone else's property and its disposition is no longer under the party's control. That other person might sell it or lose it. It might then end up in the hands of an evil character (or NPC).

(3) For example: The party finds a scroll, and it grants the reader the ability to burrow through earth. The party needs it to accomplish the adventure, but it will result in a permanent benefit to whomever reads it. The party decides that the Fighter of the group (a member) may read the scroll and acquire the 'burrowing' ability. They then vote that the member must compensate the party for this item, because it resulted in a permanent benefit to that member.

(4) For example: The party might recover a cache of money from a slave trader. The party knows that the cash box at the slave traders auction house is clearly money earned from the buying and selling of slaves. The party might decide that they will not profit (personally) from this slave trade. They might decide to give this money away to a qualifying charity (an orphanage perhaps, or a home for abused persons). Or they may decide that the money is 'tainted' and it needs to be burned, or destroyed in some fashion.

3. Each person in the party (members and non-members, but not animals, familiars or animal companions) shall receive a share of booty recovered by the party members (including non-party members who have agreed to be bound by Article II of this concordium). The share may be in the form of actual currency, or logical / virtual shares of currency (credit) which represent(s) the actual currency value of liquidated non-currency assets. Those virtual shares can then be used to purchase or 'buy-back' non-currency items. The shares received by a person shall be equivalent to the person's percentage of total XP earned during an adventure (the adventure during which the booty was obtained/recovered). For example: If the party has earned a total of 100,000xp (after DOTSE), and a person has earned 10,000xp, then that person is entitled to 10% of the booty recovered during that adventure.

4. If there are multiple member claims on any particular item, then distribution shall be determined in accordance with Article II.B.5.a.1.a-e.

5. During distribution of logical / virtual shares, one half share shall go into a Member's Fund (aka the 'Party Fund'). This Member's Fund shall be used to pay for various group expenses. These logical / virtual shares shall be calculated after a portion of expenses have been deducted in accordance with DOTSE.

All expenses incurred by the %%PARTY NAME%% (not to include accompanying non-members (unless the expense is agreed to by the group per voting procedures (see section V.A below))), shall be paid out of the Member's Fund (not the member's personal account/shares).





This fund shall be maintained in a corporate bank account.

The %PARTY NAME% bank account will be administered by the %PARTY NAME% administrator (an elected position). All deposits and withdrawals are subject to review by any of the %PARTY NAME% members.

When possible, only the administrator may make bank transactions in the name of the %PARTY NAME%. Any such transactions may be vetoed by a majority vote of the members.

This Member's Fund does not belong to the individual members of the %PARTY NAME% (or non-%PARTY NAME% who have agreed to distribution of treasure in accordance with Article II (per the introductory paragraph) in order to accompany the %PARTY NAME% on an adventure). Money from the Member's Fund cannot be dispersed to individual member(s) as if a portion of it belonged to them (except in accordance with DOTSE) without a specific determination by a majority vote of the %PARTY NAME%. Once the funds are deposited into the Member's Fund they belong in whole to the %PARTY NAME%.

Money from the Member's Fund may be used to pay for certain expenses of party members who are not members of the %PARTY NAME%. Provided those persons have agreed to distribution of booty in accordance with Article II. (see the introductory paragraph).

If any member of the %PARTY NAME% questions the use of money from the Member's Fund (for any reason) there shall be a vote in accordance with Article V.A.

### C. Bidding on items

1. If items are desired by multiple party members (or accompanying non-party members who have agreed to distribution of booty in accordance with Article II of this concordium), then the ownership of the item in question is relegated to the party member willing to give up the largest portion of their virtual shares.

a) Bidding on such items is conducted in order of member seniority ('F' Me order). The opening bid may begin at the items assessed value, or any value over the assessed value (as determined by the first eligible bidder).

b) Additional bids must be a minimum of 10% more than the previous bid, or that bidder is withdrawn from consideration.

c) The item is 'purchased' by the member willing to surrender the largest portion of their virtual 'shares' in exchange for the item.

d) The amount of 'shares' in excess of the items assessed value will then be distributed among the remaining members (including a half share paid to the Member's Fund (see II.B.5. above).

### D. Disposition of unwanted and/or worthless items

1. Any items not desired by individual members (assessed to be less valuable than the cost of appraisal and/or sale, or simply unwanted) shall be distributed to anyone who wants the item(s) without gain, or sold for profit (as determined by majority vote of the members) with any funds being equally divided (as in Article II.C.1.d above.) Many items are sold/disposed of in order to generate funds for the party and or its members. Some items are simply discarded or given away.

### E. Division of treasure in a mixed party

1. Whenever non-members (non %PARTY NAME%) are adventuring with the %PARTY NAME%, equitable distribution of treasure becomes a more difficult proposition. Under normal circumstances, non-members who participate in adventures with the %PARTY NAME% are still required to agree and abide by division of treasure in accordance with Article II (see Introductory paragraph). When they do not agree to Article II provisions, these accompanying non-party members are not bound or entitled to division of treasure in the manner described here, and the %PARTY NAME% have no obligation to divide or distribute treasure with these accompanying non-party members. This article provides a suggested framework for treasure distribution with non-members.

a) The party (members and non-members) shall determine on a case by case basis whether an accompanying non-party member (that has not agreed to be bound by article II of the concordium) is entitled to a share of any treasure obtained. The determination of who is entitled to a share shall be determined when that accompanying non-party member decides to leave the company of the party, or at any time determined by the party.

b) Non-members may be offered or may request a share of treasure.

(1) A recommended compensation for non-members who do not agree to Article II distribution (see Introductory paragraph) would be monetary compensation only. Each person who has not agreed to Article II distribution may receive a share of all booty recovered by the party members. The share received may be equivalent to a percentage of total XP earned during the adventure. For example: If the party has earned a total of 100,000xp (during the adventure) and a person has earned a total of 10,000xp (during that same adventure), then that person may be entitled to 10% of the booty/treasure recovered - In monetary compensation. (Monetary compensation is recommended, because the non-members may not know the correct share value for non-monetary items, especially when it comes to magical items).

(2) Accompanying non-members (see Introductory paragraph stipulation for party members) shall not be eligible to receive non-monetary compensation, unless the party calls for a vote, and a majority votes to allow such compensation. The allowed form of compensation must then be decided by the party members (Note: Voting in this instance is party voting, not Xterminator voting in accordance with Article V.A. below).

## III. Membership

### A. New members

1. New members shall be permitted to join the %PARTY NAME% only if:

a) That character wishes to join the %PARTY NAME%.

b) A vote of current members indicates that the person in question should be admitted into the %PARTY NAME% as a full member.

c) The person under consideration agrees to abide by these articles/this concordium, any current bylaws, as well as the %PARTY NAME% charter and the votes of the other members.



## B. Leaving the %%PARTY NAME%%

1. Current members may leave the %%PARTY NAME%% in any of the following ways:

- a) Death of any permanent nature.
- b) Death; where communication (as in Article I.A.1. above.) with the member indicates that the member wishes to remain dead.
- c) The member voluntarily leaves the %%PARTY NAME%%.
- d) The member is excommunicated (involuntarily removed) from the group by a vote where all members (allowing for the exception of the member in question) agree with the excommunication.

(1) Involuntary removal/excommunication can only be initiated (voted on) when there is a minimum of 50% or more of the voting members present (excluding the member being considered for removal).

- e) Extended absence (from the group) of six months or longer without communications.

## IV. Election of officials

### A. Annual elections

1. Whenever possible elections shall be held annually on the anniversary of the chartering of the %%PARTY NAME%%.

- a) Elections shall also be held whenever deemed necessary, as determined by a vote of the members.

### B. Nominations

1. Officers of the %%PARTY NAME%% may be nominated by any member.

- a) Each member may nominate one member for each official position.

- b) A member may nominate him/her self.

2. All members (except the sponsor (see definitions)) are eligible for nomination.

3. Nominations are to be verbal in nature.

4. A member's nomination must be seconded in order for that member to become a candidate for an official position.

- a) Each/any member may second the nomination of another member.

5. Any nominee may decline nomination (up to the time of any actual voting). Once voting has begun, a member may not decline their nomination).

6. No member may hold more than one office at a time (unless there are too few members to fill all offices).

### C. Duties

1. The duties of the %%PARTY NAME%% offices are outlined below:

#### *a) Leader*

(1) Preside over and control meetings of the %%PARTY NAME%%.

(2) Resolve ties in %%PARTY NAME%% votes by being the designated tie breaker. (See V.A.1.f).

(3) Direct the activities of the %%PARTY NAME%% in a limited manner. The Leader's direction must be done in the best interests of the party, and such direction/decisions must reflect the party's will as expressed in the Mission Statement.

(4) Exercise supervision of any hirelings or associates hired by or accompanying the %%PARTY NAME%% (not including personal hirelings, associates, familiars or companions).

#### *b) Spokesman/Second in command*

(1) Be the primary speaker in any situation where an official representative is requested or desired.

(2) Monitor and manage the public image of the %%PARTY NAME%%.

(3) Be the primary contact for persons or organizations wishing to contact and/or communicate with the %%PARTY NAME%%.

(4) In the event that the leader is absent, or otherwise incapable of performing the duties of the office, the spokesman shall temporarily assume the duties of the leader until he/she can resume his/her duties, or a new leader is elected.

#### *c) Administrator*

(1) Keep and maintain all %%PARTY NAME%% records pertaining to treasure, bank statements, costs, profits, etc. Including the Charter and these articles (this concordium).

(2) Ensure that the %%PARTY NAME%% have all documentation, papers, writs, etc. necessary to ensure compliance with local laws and customs.

(3) Keep all pertinent records and documents (including the wills of members) in a safe and centralized location.

(4) Maintain the Member's Fund and all associated documents.

(5) Arrange and manage all financial transactions required by the %%PARTY NAME%%: Including dispersal of fees, collection of dues, payment of taxes, etc.

(6) Maintain a calendar of events, or appoint someone to do so.



## D. Elections

1. All members present on the day of elections (as described in Article IV.A.1. and IV.A.1.a above.) shall be eligible to nominate officers and vote for the election of %%PARTY NAME%% officials; provided there are a 50% or more of the party members present.

a) Each member must cast one vote for each official office.

b) A member may only vote for nominated persons.

2. Members will vote in private/secret (during elections).

3. Votes will be tallied by a trusted unbiased non-member (or the current party leader) in order to determine the winners in the new elections. These individuals then assume the duties of their respective titles.

a) This tallying process may be challenged and verified by any member(s).

b) If there is a tie, then a new vote is called for and all present members must vote again (Current party Leader does not break ties during election voting).

(1) If there is yet another tie, then the current official retains his or her position until the %%PARTY NAME%% can resolve the matter.

## E. Impeachment

1. The process of impeachment is conducted in the event that an officer is found guilty of gross misconduct/misuse of his/her office and/or the officer's alignment is discovered/known to be evil.

a) The official in question is given the opportunity to first explain his/her action(s), and then offer his/her resignation.

b) The official in question is impeached from the official position if a vote of all members, except the one in question, indicates impeachment.

## V. Voting

### A. Rules governing %%PARTY NAME%% voting procedures

1. There are several instances where a vote may be called for. Either in accordance with an article, or as the result of some member request, or unusual situation. All voting procedure (except as outlined elsewhere in these articles (see election voting above) should follow these guidelines:

a) A majority of members must be present in order for a vote to be called.

b) All votes should be verbal in nature (unless voting on offices/officers (see Article IV.D.2. above)).

c) No vote regarding an absent member may be called (Except as noted in III.B.1.e above).

d) Once a determination is made that a vote is needed, each member may vote once per issue.

e) Each member may vote for, against, or abstain, on any issue brought to a vote.

f) If there is a tie, then the current leader's vote is removed from the tally in order to resolve the tie; unless the leader's vote was an abstention, in which case the leader may either change his/her vote to break the tie or table the matter until a later time.

## VI. Article amendments and bylaws

### A. Amendments

1. These articles may be amended, abolished, or changed by any vote of members where all members agree on the proposed changes.

### B. Bylaws

1. Bylaws are intended to cover small incidental areas of concern. Whereas the articles are intended to cover areas of major importance and concern.

2. Bylaws may be added to the articles by any vote of members where 75% of the members agree to the proposed bylaw.

a) Bylaws may likewise be amended, abolished, or changed by any vote of members where 75% of the members agree to the proposal.

## VII. Current Bylaws

### A. Meetings

1. While members are in town, there shall be a minimum of two meetings per week; on Freeday and Godsdays at breakfast (within an hour before or after a generally agreed upon morning meal time).



a) All members should attend these meetings unless an emergency occurs; or acknowledgement/notification is sent to an officer prior to the meeting.

b) Unaccounted absence from such meetings shall constitute declaration/existence of an emergency, mitigating immediate cancelation of the meeting and investigation/action in regards to the emergency situation.

## B. Personal debt

1. Neither the %%PARTY NAME%%, nor any member, shall possess a financial debt, without the knowledge of the %%PARTY NAME%%/the other members of the %%PARTY NAME%%.

## C. Use of personal property during death to life transition period

1. The personal items of deceased members, especially magical items, may be distributed amongst living members and utilized in their normally expected manner (unless the deceased owner has communicated a specific restriction regarding the use of such an item).

2. Such Items must be returned (when possible) to the member upon their return to life, without recourse regarding used up charges, damage, or loss of such items.

3. The member returned to life may seek restitution for use of charges, damage, or loss. If restitution is sought, an uninvolved member will be appointed as arbitrator to determine the value of any such restitution and a majority vote will determine the outcome of the petition.

Signatories:

The following members agree to abide by  
the articles and by-laws of this concordium:



## Хартия Авантюристов - описание

Any group of five or more adventurers who plan to travel and work together on missions must register 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 of 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 are 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 100 gp each.

### 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

Отряд авантюристов обязан оказывать помощь законной власти Кормира в целях осуществления законов.

В Хартии указываются реальные имена персонажей, их происхождение и место проживания.

### Ограничения

Не более 30 членов

В ней записаны имена всех членов отряда, происхождение

В ней указан особый знак

## Отношение к Авантюристам

### Дворяне

Недолюбливают.

Любой контракт, заключаемый между дворянами и авантюристами, должен быть засвидетельствован Королевским Лордом. Со стороны авантюристов обязательно присутствие того, кто записан лидером, т.е. говорящим от лица группы.

### Обычные жители

Любой контракт между

### Пурпурные Драконы

### Внесение в реестр авантюристов

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 Коронай. 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 Зьего круга) обязан зарегистрироваться у местного лорда, герольда или Боевого Мага. Зарегистрированные заклинатели могут практиковать магию открыто, и наниматься Коронай 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**.

## CORMYREAN ADVENTURING LAWS



### Peacebonding weapons

Вооруженные авантюристы путешествующие в мире (другими словами, между заданиями в опасной местности) must have "peacestrings" tied around their sword and dagger hilts to their scabbards. The 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 put commoners at ease, although Purple Dragons are all too aware that most have no effect in a real fight.

Large weapons like battleaxes are expected to 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 tools (hammers, hand axes, eating knives, and so on) escape peacestrings **if used by** farmers and workers **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 as this occurs in an area where weapons would reasonably be kept at the ready (in the Stonelands, for instance, but not downtown Suzail).

The penalty for failing to put peacestrings on bladed weapons in areas where fighting would not 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 the crown. Each wizard **must travel to Suzail** and meet personally with **Ганрахаст**, 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 make the initial applications. The 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 to 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 not 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 of minor writs is to get food 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 the cost of any food taken or otherwise suffer the loss of business with no opportunity for compensation.



## Official Charter of Incorporation

### Official Charter of Incorporation

Be it known that on this day \_\_\_\_\_ The Adventurers group known as

\_\_\_\_\_ is hereby established as a fully recognized Adventurers group in accordance with Hadeskan Ordinance LGCO 207.1. As such it is entitled to various privileges as set forth in Hadeskan Ordinance LGCO 207.1. Namely, those privileges are:

10 Percent Reduction in tariffs and taxes associated with Salvage of Forgotten, lost or otherwise unclaimed goods.

10 Percent Reduction in Docking and licensing fees. As regards Private merchant, or pleasure vessels.

10 Percent Discount on all Training costs associated with improvement of Adventuring skills.

10 Percent Discount on costs associated with funds transfers, conversions, and Security deposits.

10 Percent Reduction in Guild, and Union fees if such membership can be shown to be essential to adventuring.

The right to establish a Corporate bank Account in the organizations name at any Hadeskan Bank.

Representation at Local Chartered Groups council meetings held On the first workday of every month. Representation may be direct or surrogated through a proxy in writing.

Recognition as official representatives of the Local Hadeskan Merchants Council when so empowered.

In order to maintain Rights and privileges associated with this Charter this Organization must comply with the following stipulations:

A fee of 100 Gold pieces must be paid each year to the office of the Registrar at the City of \_\_\_\_\_ town hall.

This fee must be paid before the 1 year anniversary of the organizations founding as reflected at the top of this document.

If this fee is not paid in the time allotted then a 10 GP fine will be levied for each week of tardiness.

If an entire year passes without payment of fees owed the contract/charter is canceled and all outstanding fees owed may be garnished from any funds residing in Hadeskan Banks.

If no funds are available the city may petition a local magistrate for Justice.

A complete record of all fees, compensation, goods, booty and other gains obtained through adventuring must be presented to the office of Customs once per year, prior to the 1 year anniversary of the organizations founding as reflected at the top of this document.

The Organization Founded under this charter; must Present the office of the Registrar at the City of \_\_\_\_\_ town hall with a copy of all Constitutions, Charters, and By-laws drafted in order to govern said Organization.

Any time the membership, constitution, or by-laws are changed a copy of those changes must be forwarded to the office of the Registrar at the City of \_\_\_\_\_ town hall.

So sworn by, Primary founders: \_\_\_\_\_ City of \_\_\_\_\_ Chief Registrar:

Three impartial witnesses:

### Official Charter of Incorporation