

The Hunt for a Charter

A Fantasy RolePlaying Game Adventure for Starting Adventurers

by

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This is a good adventure for a party who thinks they know it all. Basically the premise is that the city they live in requires that they have an Adventurer's Charter. Now, the hapless party members must now begin to wage a mental war with the awesome amounts of red tape that any government can create.

Here are some of the hoops you can put them through:

- Adventurer's Guild clerk is rude and underpaid. He will try to convince the players not to campaign by telling them horror stories about lost adventurers ("They never did find his head...").
- Guild cannot issue a charter until the players have received a certificate from the Adventurer's School. This certificate costs 25gp and requires that the PCs spend 1 week training. This just states that they will not kill themselves with their weapons.
- Apparently the certificate isn't enough. They have to visit the Mage School and request an Adventurer's Exam. This will be a magical test of their abilities, wisdom and their teamwork. DM's discretion. Make it tough, but not impossible. They should be faced with tasks that require them to work as a team to win. Remember these are all Level 1 players. Feel free to kill a few. However, at the end of the exam all of the players will be fine. If they work well together then they should pass. If not, they have to return at a later date to try again.
- Ooops! They didn't get the certificate from the Mage School. They have to go back and get it. Cost is 12sp.
- Are the PCs of legal age? If not they will need parental consent forms signed by their parents or legal guardians. Obviously, you will have to determine what is considered "legal age" in your world. Remember that the bigger the city, the older the age. Usually, I use the age of 16.
- Are they citizens of the nation? If not, they can become citizens for 6sp. Of course, they must abandon all allegiance to their former government.
- They have to visit the local church to receive the blessings of the gods who are the guardians of their nation. There is no certificate here. Anyone who would lie about this step is doomed to failure anyway. Cost of blessing is 2gp. Please note, this is not the cleric spell Bless. This is just a priest praying for them briefly and see you later.
- Where are they heading? Why? How much do they plan to make on this journey? Who is their employer? Please have your employer present his/her charter. When do they plan on returning? Are they aware that they must pay taxes on their adventuring income?
- Background checks have to be done. Please visit the office of the garrison. They will provide a report listing all of their crimes, if any. This will go on file.
- Please visit the Governor's palace in order to take your oath of loyalty. This is a promise not to assist the enemies of the empire. Cost is 1gp. Of course, the guy who gives the oaths might just be out sick/fooling around/drinking whatever. Please come back tomorrow.
- What is the name of your adventuring group? This one is a killer. Use it with care since many groups will argue forever on a name. If they take too long, the clerk might just fill in a weird name for them (i.e. The Band of Chattering Monkeys).
- Congratulations, you have completed your Application for Charter. Cost of processing 10sp. Your charter may or may not be granted in 2 weeks.

If the characters ever get upset and attack, this is a great way for them to spend a few weeks in jail until they get a court date. Then, who knows what justice will decide. Better you prevail upon your PCs to keep a cool head and a civil tongue.

Enjoy. I love this one. It drives PCs nuts and it's a hell of a way to get them in line.

If you have any comments or questions about this adventure, please feel free to e-mail me at:

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Thanks and enjoy.