

Welcome to the  
Empire of the Wolf



Introductory Handbook (2015)

## **TABLE OF CONTENTS**

<b>INTRODUCTION &amp; EMPIRE GOALS .....</b>	<b>3</b>
<b>OUR LAWS .....</b>	<b>4</b>
<b>STRUCTURE .....</b>	<b>5 - 7</b>
<b>-CROWN AND EALDORMEN .....</b>	<b>5</b>
<b>-EALDORMEN HIERARCHY AND KARLS .....</b>	<b>6</b>
<b>-THRALLS AND OTHERS .....</b>	<b>7</b>
<b>HOUSES .....</b>	<b>8</b>
<b>ORDERS .....</b>	<b>9 - 11</b>
<b>PATHS OF THE EMPIRE .....</b>	<b>12 - 18</b>
<b>AWARDS AND BANNER STANDARDS .....</b>	<b>19</b>
<b>ALTHYNGS AND DANEGELD .....</b>	<b>20</b>
<b>HELPFUL LINKS .....</b>	<b>21</b>
<b>CONTACT INFO .....</b>	<b>22</b>

## Introduction & Empire Goals

This writing is given to you, whether you are a new thrall, Gestir, or Ally, as a crash course in the complex and joyous life of being one of, or connected with, the Empire of the Wolf.

We as a group participate in many different combat games, but do not consider ourselves anchored to any one in particular. The Empire stands as its own entity, a re-enactment group based on the Northern folk commonly referred to as “Vikings”; though we do not limit to the “Viking Era”. Instead our timeline spans from the Vendel Era to Late Kievan Rus, and anything in between - allowing for any cultures that may have had contact with the Northerners. Our members range from the Norse, Danes, Swedes, and such; to Middle Eastern Saracens, Slavic Warriors, and more.

During time amongst us as a thrall, it will not be easy, but anything worth keeping rarely is. As you go through that fire and join our ranks as a Karl you will see what it means to be family.

As a Gestir, or Honored Guest, you will find an extension of your current family that opens its arms to you, each time we see you.

As an ally, you will find brotherhood both on and off the field, and like-minded individuals to work with towards a common goal in battle.

This is what we are, A Family. Whether at an event, on a field of battle, or at a fellow brother’s home, we are family. To be a part of one of the most loyal and aggressive groups of man is an honor and a privilege that should not be taken lightly.

## Our Laws

1. All members hail each other as valued brothers & sisters and should treat each other as such, no matter their rank.
2. The Rite of Challenge shall be upheld by all of the Empire.
  - As is tradition, the Challenger makes the Challenge, but the one who is challenged shall decide what form the Challenge shall take.
  - Non-Administrative Nobility titles cannot be challenged for.
  - Titles that CAN be challenged for:
    - The Crown of the Empire
    - Drottin
    - Hertogi (Challenger must be Nobility)
    - Boiarin (At the Crown's Approval)
    - Stallari (Challenger must be Hersir)
3. The Crown has the final say in all matters.
4. The Crown is charged with maintaining Empire Structure, Membership and Ranking, and the handing out of awards and special Titles.
5. The Empire is governed by a council consisting of the Crown as well as the Ealdorman - trusted Nobles and Leaders of the Empire.
6. When a member leaves the Empire, they give up all earned titles and rankings and must re-thrall to prove themselves if they wish to return.
  - Exceptional circumstances may exist that the Ealdorman may decide a returning member MAY retain full membership, but these are conditional, scarce, and on a case-by-case basis. They are not the norm.
7. An Ealdorman (Regional Leader) must be in attendance to name a thrall. The Crown must approve any promotions to Karl, and such a promotion must be addressed during a Court function. Any rank higher than this must be done at a High Court with the proper ceremony.
8. All members shall follow the paths and standards set forth by the Empire.
9. If a member wishes to have affiliation with another group, they may do so in an honorary or guest position. The Empire must come first in any and all cases of loyalty and camping.
10. Should a member of the Crown depart from the Empire for whatever reason, the existing members of the Crown shall maintain positions and make any changes **as needed**. If all members of the Crown are lost, the council of Ealdorman shall convene to determine a successor.

# Structure of the Empire

## Administrative Ranking

The Crown > Ealdorman > Karls > Thralls

### The Crown

The Crown heads the Empire. The Crown is considered Royal among the members of the Empire as they carry a heavy burden and should be treated as such. Members of the Crown have the final say in all matters, should the need arise, and are also charged with handing out awards and ruling on certain membership titles and ranking. During times of "High Dress", Court events, and Battle, a member of the Crown should always have at least one bodyguard that goes where they go. "High Dress" refers to any time the Royalty is wearing court level clothing and always when wearing their Crowns.

- **The Ulfric and Dronning** are the King and Queen of the Empire. They are the Highest Ranking Royalty that exists in the Empire. They are to be addressed as Your Majesty, or Ulfric or Dronning at all times.
- **The Prinz** rank is given to the leader of a Principality. The Prinz is to be addressed as Your Highness, or Prinz.

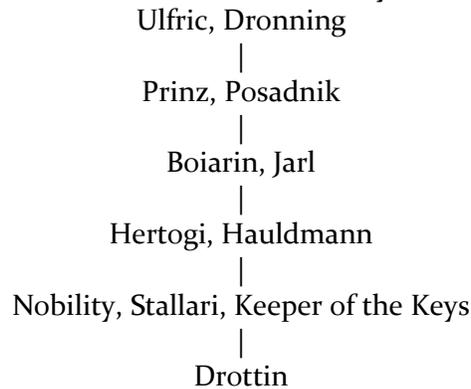
### Ealdormen

The titles of Ealdormen include both Administrative and Noble roles. Administrative Titles include Boiarin, Stallari, Keeper of the Keys, Drottin and Hertogi. All Ealdormen are to be treated with the utmost respect, as they are the heads of the Empire.

- **Boiarin** are regional leaders assigned to be the eyes and ears of the Crown. They assist the Prinz and Crown with matters of administration, as well as handling regional affairs.
- **Keepers of the Keys** are marked by a Key attached to their Sash. Keepers of the Keys oversee Empire funds in a designated territory.
- **Hertogi** are landed nobles in charge of Hirðs, large groups of members who gather by geographical proximity. They are granted greater privilege in this than Drottin due to their nobility.
- **Stallari** is the head General of the Army of the Empire and the Grandmaster of the Hersir Order. The Stallari is the highest authority on the field of battle besides the Crown.
- **Drottin** are the leaders of Drotts, small groups of members organized geographically. Drottin may be added to the Ealdorman at the discretion of the Crown.
- **Nobility** is usually designated by a circlet worn atop the head. If you see a member wearing a circlet, it is proper to address them as My Lord/Lady. Accordingly, those not granted such honor should not wear circlets without seeking circumstantial permission from the crown.
  - Non-Administrative Levels of Nobility in order of reverence and station:
    - Lord < Hauldmann < Jarl < Posadnik

While most nobility is granted as gradual reward through years upon years of service and dedication to the Empire, the title of Posadnik (Duke, Baron), can only be held by Royalty (Crown, or Prinz) that step down from their Administrative position. As such, any who bear these titles should be held in the utmost highest esteem.

### Ealdorman Hierarchy



### Karl Status

Full members of the Empire. (Free Men) Karls are the Primary members of the Empire of the Wolf. These people are whom the Crown and Ealdormen serve. Karl status bestows many privileges but comes at a price. Karls are asked to pay Danegeld (Membership dues). In this respect, The Crown and Ealdormen are also considered Karls. Karl privileges include access to high ranks in The Paths, the ability to join an Order, the ability to become Noble, gain the right of Challenge, and Award eligibility (Aside from the Thrall Specific "Award of the Rising Star"). If a member of the Empire fails to pay their danegeld for a year they are active in they will lose these rights the first Sunday of Ragnarok for that year. However, members can still earn tokens towards paths and orders during a year a member is "un-paying" but still active. All full members are automatically renewed at the beginning of the year and are considered active until their Grace period ends. Thralls and Gestir are not required to pay danegeld, but also have limited access to the above privileges.

- Becoming a Karl: Rare exceptions exist, however those who prove themselves will be elevated to Karl when they complete all following requirements :
  - Satisfactory Honor on the Field (If they fight)
  - Develop a persona name and basic background from a culture within the Empire's timeframe (Early Vendel Era to Late Kievan Rus) [6<sup>th</sup> to 13<sup>th</sup> Century] and setting (Any who would have had contact with the 'Northerners')
  - Own one event's worth of culture-appropriate garb: 1 fighting tunic, 1 feast tunic, and 1 pair of pants, all above Dagorhir minimum requirements
  - Approval from one's Drottin and the local Crown
  - Thrall Period of at least 1 year (No Maximum Time exists)
  - Proving one's worth still falls to the discretion of the Ealdorman and the Crown.

## **Thrall Status**

Thrallship is a vital part of joining our Empire and family. It gives both current and new members the opportunity to get to know one another, helps Thralls understand the group's inner workings, and ensures that our family is a comfortable fit. While all Empire members are expected to pitch in and help out, Thralls are held to a higher standard in this regard. Thralls may be asked to assist in any number of ways including (but not limited to) camp duties at events, hauling gear, kitchen help, etc... This period of initiation may seem difficult at times but rest assured that every single member has experienced it. Every task betters the community and serves to display initiative, dedication, and respect to other members thus earning loyalty and respect in turn.

Thrallship can last anywhere from the one year minimum to countless years, the deciding factor being you and your commitment to the group. We have many members who participate in a part time capacity ("weekenders"). Naturally those people will Thrall longer. Those who volunteer more or take their own initiative will be rewarded.

## **Special Status**

Other Statuses exist that are special awarded titles. These titles are by instance only and can vary in meaning and related duties.

- **Gestir** - People who prove their worth to the Empire but have prior allegiances that keep them from committing to thrallship are awarded with Gestir Sashes. Gestir are considered Full Members in regards to Awards and Paths but do not gain access to Orders & Nobility and have no command over Thralls.
- **Hand of the King** - An honorary position awarded at the Ulfric's behest to carry out martial or law-related duties at his behest when he himself is unable or unavailable. To avoid conflicts of interest, the Hand chosen cannot currently lead any group or order.
- **Chieftain** - Should a Hirð or other group need elect a new leader who does not fulfill all other requirements, the role of Chieftain may be appointed. A Chieftain can ONLY be elected by the Ulfric and Dronning, and should only be a temporary title until the affected group is appointed an actual Hertogi/Drottin. This title facilitates change, without awarding the prestigious titles of Hertogi or Drottin to one who may not meet necessary requirements, or one who would only be filling said role temporarily.
- **Queen's Champion** - What once was a shield and sword is now a single title. The Queen's Champion has a two-fold duty to the crown. During any event of Court or Formality, they are to stand as her personal guard. Also, they are the representation of the Dronning upon the field of combat, and should the need arise, will fight for her honor.

## Houses

The Empire of the Wolf is currently made up of two Great Houses, the Southern House - Dimma Ulfur, and Northern House - The Warband. These two Houses are also known and referred to as the Northern and Southern Principalities respectively, with smaller houses existing within them titled as Drotts and Hirðs. All members of the Empire belong to a Great House and a Drott or Hirð. Members of the Crown are considered members of every house that is under them. Each Great House is headed by a Prinz and the King and Queen rule over all Houses. Currently the Great House Dimma Ulfur is headed by Prinz Bodvar Skavensson. Warband is currently headed by Prinz Jostal Blod Rand.

### ***Drotts***

Drotts are the first level of household available within the Empire. Drotts are responsible for attending a local practice or practices as a group, but do not have to be tied to that specific practice or realm. Drotts should look for new recruits at their practices, and bringing honor and glory to the Empire's name. Drotts should strive to dress and equip themselves in a similar fashion to cultures within the time frame of the Empire and develop a history/back-story for the Drott and its members that brings them into contact with the Empire and explains their ties to the Empire. Drotts can develop their own heraldry (that must somehow include the Empire's red hook), display their heraldry on gear and garb, can fly a 2' x 4' banner in camp or on the field, gain a better representation with their local Ealdormen and receive the ability to have a sponsored speaking place in Symbel and Court. Drottin are the leaders of their house and are the Ealdormens' primary contact at a practice location. They also manage member recruitment and run practices. *To apply for Drott status, a potential Drottin must petition their local Royalty with 5 members (Thralls or higher), an established history/back-story for the Drott, and an example of the potential Heraldry. The potential Drott must have an official petition scroll drawn up by a scribe for presentation at High Court. The Crown can choose to give an answer at that court, or wait until a later date to give an answer. It is the Crown's discretion.*

### ***Hirðs***

Hirðs are the second level of household available within the Empire. Hirðs are led by a Hertogi, a landed noble within the ranks of the Empire, and must be tied to a geographical realm or practice that they run themselves or attend regularly. Hirðs are expected to recruit from their practices, equip their members and recruits, and complete periodic kit inspections to guarantee that their members are up to the Empire's expectations as a whole. Hirðs should further develop and establish their history/back-story to explain how they came under the rule of the Empire and how they contribute to the Empire's future. Hirðs can display their heraldry on a 2' x 4' banner in camp or on the field, gain direct representation with the Crown, receive an open speaking place in Court, and Acts as contact point/intermediary for surrounding Drotts & supports/mentors new Drotts. *To apply for Hirð status, an established Drott must petition the Crown with 10 members (Thralls or higher, at least 4 Karls), and the improved history/back-story for the Hirð. The potential Hirð must have an official petition scroll drawn up by a scribe, and present it, and a token of the Drott's loyalty, to the Crown at High Court. The Crown will then review the petition and give an answer at the next High Court.*

## Orders

Two different types of Orders exist within The Empire. The first types are the Station Orders. This includes Nobility, Knighthoods, and Orders who exist in a martial capacity. Secondly, there are Service Orders. These include craftsman, caretakers, performers and lore-keepers of The Empire.

New Orders may spring forth; the creation of necessity, as The Crown deems appropriate.

Each Order has its own structure, rankings, goals, and methods. For more information on an order, refer to the Head of that Order (if applicable), or ask your local Ealdorman.

### Station Orders

#### **Nobility**

In the Empire of the Wolf, members who prove exceptional service are given the Award of Arms. It grants the right to a coat of Arms or a 2x4 foot banner with your own personal heraldry that can be raised in camp and born on the field. It also marks the member as a valued part of the Empire and an Ealdorman. Nobles also gain the right to wear a Circlet noting Title, and the right to post a banner in camp and on the field (Please see Banner Standards for more information.)

Being Titled means all members of lower status should address the Member with the proper description. Nobles are to be addressed as My Lord or My Lady, or if calling them by name, putting Lord or Lady before their name. Higher Ranking Nobles should be addressed with the following titles:

- Ulfric/Dronning – Your Majesty
- Prinz – Your Highness
- Posadnik/Duke - Your Grace
- Jarl/Earl - Your Excellency
- Hauldmann/Count - Your Excellency

#### **Orders of Knighthood and Martial Prowess**

Recognized Knighthoods from outside as well as within The Empire are treated with due reverence; they are institutions of earned respect and merit. On similar grounds, the Orders dealing with martial prowess are also paid fair due; for they are how combat skill and knowledge of battle is passed on to the next Generation. Some Orders may be rigidly structured and steeped in honor and dignity, others might seem disorderly and chaotic to outsiders... But their ways are cornerstones of Tradition, and should be honored as such.

- Other Recognized Knighthoods include, but are not limited to, the Kensmen and the Knights of Windhaven
- When uncertain of how to properly address a member of a Knightly Order, ask.

## **Order of the Riddari**

The Knighthood of the Empire of the Wolf; Dedicated to the Code of the “Riddari”, or “Rider” in Old Norse. The Riddari are the pinnacle of martial training and discipline. They are the mentors of the seasoned fighters, and an Order of true Excellence. Riddari are prided on their Honor, and held greatly to it. They are heroes of The Empire and should be respected as such. To be granted the title is among the greatest honors that The Empire has to give. Squires chosen by a Riddari are called Merkismanðr, and are only chosen after much personal consideration.

All Riddari should be referred to as Ser. The title of Riddari is one of the few titles not stripped from its recipient upon departure from the Empire.

There are an extreme few worthy of the title Riddari, and of these, Ser Bodvar Skavensson is the only active member of the Empire.

## **Order of the Iron Shield**

The Iron Shield - the dedicated guardsmen of the Empire. Their duty is to insure the safety of The Empire, both in camp and out. They assign guard shifts, oversee security during events, and are the protectors of the Crown.

They are overseers of the Guardsman Path (See ‘Paths of the Empire’)

## **Order of the Hersir**

Proud warriors one and all; the Hersir are the elite combatants and martial core of the Empire. Whereas the Riddari are proud Knights of Honor, and the Berzerkers are frightening, unhinged forces of nature, the Hersir are a trained, regimented unit. They are honed in the art of war and the survival abilities of a soldier.

One must pass what is known as a Hersir War Proving to become a member of the Hersir. What this usually entails is a period camping experience that is a mixture of military style physical training and Norse survival essentials.

The Head of the Hersir is known as the Stallari. The current Stallari is Sir Wolfgang Theosson.

## **The Berserker Order**

Where there are Berserkers, there is chaos. While most soldiers rely on their training and discipline, Berserks rely on emotion, will and intimidation. Berserkers embrace their animal instincts and harness the power of whatever their totem animal may be. Common totems include the Wolf, Bear, Boar, and Stag; of which many can be found having an associated Spirit Path (See Paths of the Empire section). Initiates (sheep) have several trials to face before becoming a full member (Berserker). A full member will help guide a sheep through the process. After all the trials have been completed all the full members will vote on the initiates worth.

They are led by Lord Aldvarg Egilsson, and full members are marked by a sash bearing the rune of Gungnir (An X mark inside of a diamond shape).

## **Service Orders**

### **Order of the Maestari**

For proven worth as a Grandmaster of their Craft, the title of Maestari is treated very much as a Knighthood in terms of honor and reverence. Those granted the title of Grandmaster are few and far between, and stands as exemplars of their trade, whatever that may be.

#### **Trial of the Maestari**

When the Leadership has deemed a Master Craftsman worthy of Maestari the Master Craftsman shall be brought before the Crown at Symbel or High Court and issued a challenge to craft 3 items of exceptional quality within their craft for the explicit purpose of judgment. Should these works be worthy, he shall be granted the honor of being called Maestari.

There is but one Grandmaster of the Empire; Maestari Vortigern of “The Crafty Celt”.

### **Order of the Gilded Rose**

The Order of the Gilded Rose are the camp-masters and caretakers of The Empire. Bearers of the legacy of the Hearthstone, they oversee the aforementioned Path. From keeping us fed to keeping our fires bright and warm, the Order of the Gilded Rose are a pivotal cornerstone of our family and structure.

### **Order of the Argent Quill**

The Argent Quill are the artistic and historical figureheads of The Empire. This Order is far reaching, encompassing Bards, Skalds, and Storytellers; Artists, Scribes, and Bookkeepers. They are the Chroniclers of The Empire and stand as pillars of its integrity. Through their actions and undertakings, we shall never forget who we are, from whence we came, and where we have yet to tread.

## **Paths of the Empire**

The many Paths of the Empire are meant to provide members with medieval occupations to pursue. Each Path, or occupation/job, contains rankings that members can achieve. The Empire of the Wolf uses a token system to determine these ranks. Every time a Member brings Glory to the Empire, a related Path is determined and a token is awarded for that Path. As a member gains tokens they increase in rank. However, as they increase in rank, obtaining tokens will become more difficult.

Most paths within the Empire have 5 ranks: Novice, Apprentice, Journeyman, Expert and Master.

Tokens can be earned many different ways. Challenges can be requested from appropriate Ealdormen to earn Tokens, and Tokens may also be awarded as a bonus for certain awards or epic deeds. Tokens can also be earned during special Empire events or Sagas. Please see the Crafting Section for more specific ways to earn Tokens.

A few rules apply for all paths when it comes to Ranking.

1. To obtain rank 3, a member must have Karl Status. (Except in Crafting Ranks and the Huscarl Rank)
2. Some Ranks can be automatically awarded by the Ealdorman.
3. Rankings in Paths do not bestow any kind of authority over another member. Obtaining ranks will award specific benefits that are still in development.
4. When a member reaches the number of tokens required for an Expert Rank or Huscarl Rank 4 and up, the member does not gain the new title automatically. A Trial or Challenge will be given to determine the member's worthiness. Upon completion, the member will be acknowledged at the next Court and awarded the new Rank.

## **Non-Combat Paths**

### **Servitude**

- The Path of Servitude consists of helping out other members and serving at Events. This can consist from merely taking out the trash to Heralding High Court. Tokens in this Path are usually awarded by a ranking leadership member based on service during an event or serving as Master Herald.

### **Ranks**

1. Novice Retainer - 3 Tokens
2. Retainer - 6 Tokens
3. Steward - 10 Tokens
4. High Steward - 16 Tokens
5. Chatelaine, Seneschal or Master Steward - 26 Tokens

## **Hearthstone**

- Everything involving Camp & Kitchen development, management and clean up during a camp out. At every event, a Camp Master and Kitchen Master will be selected by the Royalty, Keeper of the Keys, or other Leadership. A number of tokens can be awarded depending on participation in camp and kitchen during an event or serving as Kitchen or Camp Master.
- Related Order: Order of the Gilded Rose

## **Ranks**

1. Novice Keeper - 3 Tokens
2. Apprentice Keeper - 6 Tokens
3. Keeper - 10 Tokens
4. Expert Keeper - 16 Tokens
5. Master Keeper - 26 Tokens

## **Guardsmen**

- Dedicated to Security Detail and Bodyguards. Guardsmen protect the hearth of the Empire.
- Related Order: Order of the Iron Shield
- Duties of a Guardsman:
  - Camp Security
  - Bodyguard duty for Royalty and marked members

## **Ranks**

1. Novice Watchman - 3 Tokens
    - Be Familiar with proper Watchman Etiquette
  2. Apprentice Watchman - 7 Tokens
    - Be Knowledgeable of Watchman Procedure and Security.
  3. Watchman - 13 Tokens
    - Have in depth Knowledge of Security protocol
    - Familiar with Bodyguard Tenets
  4. Guardsman - 19 Tokens
    - In depth knowledge of Bodyguard Tenets
  5. Iron Guard - 26 Tokens - Iron Shield Eligibility.
    - Serve as Master of the Watch at least once at a National Event.
    - Serve as Master Bodyguard at least once at a National Event.
  6. Master Guard - 40 Tokens
    - Complete 3 Guardsman Vigils "Definition Below"
    - Serve as a Master of the Watch or Master Bodyguard 5 times.
- A Guardsman Vigil could be considered something similar to a Knight's vigil. The guard is assigned a task that would last a long period of time. Perhaps guarding a crowned member for an entire Day.

## **Skald (Bardic / Goði / Priest)**

The Storytellers and Priests of the Empire of the Wolf. They are also the performers and musicians of the Empire. They are the Lore Keepers, handing down and guarding the stories and heritage of their Houses. They could also be considered the Bards of the Empire. Skalds also Herald Courts and Symbol.

### ***Ranks***

1. Novice Skald - 3 Tokens
2. Apprentice Skald - 6 Tokens
3. Skald - 10 Tokens
4. Argent Skald - 16 Tokens
5. Master Skald - 26 Tokens

## **Scholar**

Scholars are greatly valued as without them, our History would be nothing but whispers in the wind. They also stand as accountants of the Empire, assisting the Crown in all affairs of documentation and recollection.

- Related Order: Order of the Argent Quill

### ***Ranks***

1. Novice - 3 Tokens
2. Apprentice - 6 Tokens
3. Scholar - 10 Tokens
4. Argent Scholar - 16 Tokens
5. Master Scholar - 26 Tokens

## Crafting Paths

The Crafting paths work a little differently from all other paths. The Crafting Paths use rings instead of Tokens. To gain rings in a chosen craft, a craftsman must make and document works within that path. They should share documentation of any new works with their local leadership which can then be judged and rings awarded. As a Crafter's rank increases, judgment of work will get tougher. Upon reaching the number of rings required for the next rank increase a crafter may be given a final trial before the new rank is awarded. A Trial will be determined by the rank it is for, the crafting path, and the person applying for the rank.

- Related Order: Maestari

### **Ranks**

1. **Novice** - 10 rings
2. **Apprentice** - 20 rings
3. **Journeyman** - 30 rings
  - Pass Journeyman Trial
  - own tools in your trade
  - Must teach his trade to at least one other person.
4. **Expert** - 40 Rings
  - Pass Expert Trial
  - own some period tools (If possible)
  - Must have at least an Apprentice ranked student.
  - (If non-consumable craft): Must host a publicly-open class on their craft
  - (If consumable craft): Must share your craft with the Empire as decided by the crown
5. **Master** - 50 Rings
  - Pass Master Trial
  - Must have at least TWO Journeymen ranked students.
  - (If non-consumable craft): Must host an open class on their craft, recognized and advertised at a Major National Event [Ragnarok/Geddon/Pennsic]
  - (If consumable craft): Must share your craft with the Empire as decided by the crown

### **Crafting Paths - More are available on a case-by-case basis**

- **Metalworker** - Blacksmithing, Ringsmithing, etc.
- **Leather or Woodworker**
- **Brewer or Cook/Chef**
- **Textile Crafts** - Tailoring, Tablet Weaving, Embroidery, etc.
- **Scribe**
- **Foam Smith**
- **Jeweler**

## Combat Paths

Combat Paths are based on the tokens of the same name. They can be earned through a myriad of martial endeavors.

### **Command**

The Command Path is meant for members that wish to lead a squad. A Commander should know all Empire Army field commands and tactics. (Which we are still working on) A proving to earn the first level of Command can be held by any Ealdorman or Drottin who maintains a Book of Tactics. The Potential Commander will be drilled on their knowledge of commands and tactics, and should they pass, will be awarded the first rank of Commander, Visi.

### **Ranks**

1. Visi - Pass basic test of Tactics
2. Skati - 5 Command Tokens + Pass Skati Trial
3. Yfirmadr - 12 Command Tokens + Pass Yfirmadr Trial
4. Lendsmann - 20 Command Tokens + Pass Lendsmann Trial
5. Thegn (Thane) - Nobility + 33 Command Tokens + Pass Thegn Trial

### **Huscarl**

One of the few Paths that contains more than five ranks; this path is meant for members that wish to take on the Profession of a Warrior.

- Warriors may display their Rank by adding a number of brass belt fittings equal to their Rank Number to a "Combat Belt", a RED Leather belt specifically designated by the Empire.

### **Ranks**

1. Novice - 1 Token
  2. Apprentice - 3 Combat Tokens.
  3. Scout - 7 Tokens.
  4. Huscarl - Karl or Gestir Status & 12 Tokens
  5. High Huscarl - 18 Tokens
  6. Huntsman - 25 Tokens
  7. Hundr - 35 Tokens - Order
  8. Hraustr - 45 Tokens
  9. Halr - 60 Tokens+ (This rank can only be tried at major Empire events.)
- Combat Tokens can be earned by Completing Trials and Challenges at Events, from Awards, Completing Boasts made at Symbol (only available to rank 4 and higher) and Epic-ness during special battles.
  - The Appropriate Combat Belt is a Red leather Belt of any width. A width more than an inch is recommended, so that the fittings are not wider than the belt itself.

## The Spirit Paths

Part of the Huscarl Path; the Spirit Paths offer a focus on fighting style to those that wish for it.

**Additional information on Spirit Paths will be available in the Spirit Path Guidebook. Ask your local leader for more information.**

### **Ranks**

1. Novice - 3 Tokens
2. Apprentice - 6 Tokens
3. Journeyman - 10 Tokens
4. Expert - 16 Tokens
5. Master - 26 Tokens

### **Bear**

**Warriors of the vanguard, working in tandem with the shield wall to decimate their foes.**

- Primary Weapon: Red
- Armor Type: Heavy
- Secondary Weapon: Any
- Primary Tactic: Line Fighting & Shield Breaking
- Secondary Tactic: Charging

### **Wolf**

**Fast Infantry; trained to be open field skirmishers with a keen knack for taking full advantage of flanking tactics.**

- Primary Weapon: Light Shield or Dual-Wielding
- Armor Type: Light/Med.
- Secondary Weapon: Spear, Light Red,
- Primary Tactic: Skirmishing & Flanking
- Secondary Tactic: Line Fighting

### **Boar**

**Heavy Infantry; dedicated to line breaking and defensive fighting.**

- Primary Weapon: Heavy Shield & Any One-Handed Weapon
- Armor Type: Heavy
- Secondary Weapon: none
- Primary Tactic: Charging
- Secondary Tactic: Line Fighting

## **Raven**

**Sharp-eyed ranged combatants, trained in communicating enemy position to the front line.**

- Primary Weapon: Bow/Javelin/Rock
- Armor Type: Any
- Secondary Weapon: Any
- Primary Tactic: Arching/Missile Support
- Secondary tactic: Field Command
- Order: N/A

## **Viper (Spear)**

**Dedicated to taking what advantage they can; their goal is to pick apart the opposition either bit by bit or foe by foe.**

- Primary Weapon: Spear
- Armor Type: Any
- Secondary Weapon: Any
- Primary Tactic: Taking any limb they can, disarming reds, legging shield-men, etc.
- Secondary Tactic: Keeping the enemy line cautious and unwilling to advance
- Order: N/A

## **Dragon**

**True dealers of death; wielding mighty Polearm weapons and striking fear into the enemy. Shields and armor alike are no match for their claws.**

- Primary Weapon: Long-Hafted Reds (Polearm, Glaive, Halberd, etc)
- Armor Type: Any
- Secondary Weapon: Any
- Primary Tactic: Breaking shields and lines
- Secondary Tactic: Keep unshielded targets from advancing.
- Order: N/A

## **Stag**

**A versatile yet dangerous style; best suited for solitary targets, or in a command position.**

- Primary Weapon: Dual-Wield w/Back Shield
- Armor Type: Any (Full Coverage Preferred)
- Secondary Weapon: Any wearable (Seax, hand-axe, rock, small javelin)
- Primary Tactic: Command and Targeted Attacks
- Secondary Tactic: Cautious yet varied attacks, utilizing a defensive offense.
- Order: N/A

## Awards

Awards are awarded at the behest of the crown for exceptional service in one or more fields. These can be earned only by full members, aside from the Award of the Rising Star, which is only available to Thralls.

***Award of the Anvil:*** For excellence in the sciences of non-artistic creation. (Weaponsmithing, Armorcrafting, etc)

***Award of the Bowed Head:*** For service to the Empire above and beyond expectancy.

***Award of the Rising Star:*** For amazing improvement to kit, combat, service, or persona for a thrall.

***Award of the Mask:*** For excellence in portrayal of one's chosen persona, going above and beyond the norm.

***Award of the Tipped Brush:*** For exceptional creativity in the arts and contribution of such to the Empire

***Award of the Sable Helm:*** For glory and prowess on the battlefield, as witnessed by many members and/or allies.

## Banner Standards

Flying a personal coat of arms, aka Heraldry, or a specific Drott or Hirð Banner can be a very rewarding experience and a source of pride. Members or houses with Banner rights may fly a specifically sized banner in camp and on the field at events and practices. Specific Rules apply to banners when flown in camp. Please see below for banner specifics.

**4' x 8' Banner** - This size is reserved only for Empire of the Wolf Banners. No other banners this size may be flown in an Empire of the Wolf hosted Camp.

**3' x 6' Banner** - This banner Size is reserved for Royalty, Posadniks and Principalities.

**2' x 4' Banner** - The 2' x 4' banner is the size that will be noted most often in camp as it applies to most houses and personal heraldry. As long as the Banner stays below 8 square feet it can be of any length and width, however, All Empire House banners should be made to fit a 2' x 4' banner.

- Knights both Empire and Recognized non-Empire may fly their heraldry on this size.
- Official Empire Houses, both Drott and Hirð, may fly a 2' x 4' banner.
- All nobles besides Posadniks may fly this banner with their personal heraldry on it as well.
- Recognized Allies of the Empire may fly this sized banner when camping in an Empire Camp.

### **Thyngs and Althyngs**

Althyngs are our meetings outside of events, usually within the region of either Prinz, or the Ulfric & Dronning.

The purpose of an Althyng is to go over relevant business, catch up those who weren't able to attend events on the happenings of said event, plan future events, and general camaraderie.

Any member Karl and above can also host such gatherings, but Empire business may not be conducted unless an Ealdorman is present, and with the consent of the crown. In this case, the gathering is simply referred to as a 'Thyng'

### **Danegeld**

Danegeld is an annual fee full members pay to the Empire. This fee maintains their status as an active full member and provides them with Empire-related items, such as belt flags, items of rank, ability to achieve noble titles and Order ranks, premier camping spots within camp, and priority over their non-active Karls.

Their Danegeld also goes toward funding the kitchen and creating an expansive and accommodating camp at official Empire events.

As of January 2011, Danegeld has been re-instated for all Karls and higher ranks. Danegeld is \$2/month or \$24/year and can be paid to your nearest Keeper of the Keys or via Paypal.

Please contact the Dronning for additional information.

# Helpful Websites and Information

<http://www.dagorhir.com/gear/>

Starter Weapon tutorials and beginner garb patterns for Dagorhir Battle Games

<http://hurstwic.org/>

A treasure trove of Historical Viking information as well as period fighting style information.

<http://www.vikinganswerlady.com/>

Good source of Q&A style historical information.

[http://www.vikingsofbjornstad.com/Old\\_Norse\\_Dictionary\\_E2N.shtm](http://www.vikingsofbjornstad.com/Old_Norse_Dictionary_E2N.shtm)

[http://www.yorku.ca/inpar/language/English-Old\\_Norse.pdf](http://www.yorku.ca/inpar/language/English-Old_Norse.pdf)

[http://www.freelang.net/online/old\\_norse.php](http://www.freelang.net/online/old_norse.php)

Rough translation guides for English to Old Norse. Always double-check for accuracy!

<http://wychwood.wikidot.com/kit-making-resources>

Good kit resource site for around the 450-700 ad period.

<http://www.cs.vassar.edu/~capriest/vikresource.html>

Another excellent depository filled with patterns and information on Vikings.

<http://members.iinet.net.au/~bill/handbook/tunic.html>

Basic patterns for Norse Tunic and Pants.

<http://honorbeforevictory.com/norse-apron-dress-smokkr-instructions-and-pattern-easy-fun-and-comfortable/>

Easy Apron Dress pattern.

<http://www.angelfire.com/ia2/barony/newmembersguide/sewingtipstxt.html>

All-purpose Unisex Tunic/Dress Pattern

Contact Info

**Empire Website**

<http://www.empireofthewolf.com>

**Ulfrie & Dronning:**

**Vilhjalmr Arngrimsson and Rhiannon Serentan  
(William Ritchie & Amanda DeHate)**

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