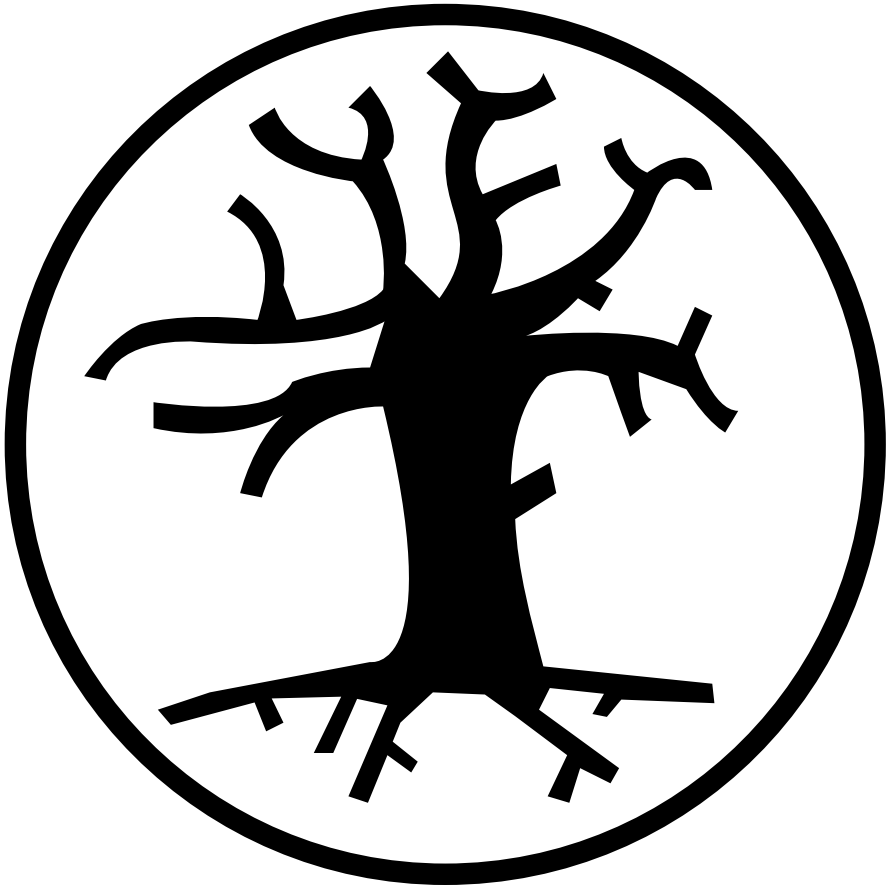


# A CRUSADER'S ESSENTIAL:

An Introduction to  
the Organization, Philosophy,  
and History of Eryndor



# Overview of DAGORHIR

## Dagorhir Basics

Dagorhir is a Live Action Role Playing (LARP) Game. It is a nationally recognized game, but Michigan/Ohio and Washington DC are the most popular areas. It has been played for nearly 30 years and was originated by Aratar in DC. The biggest gathering of Dagorhirrim is called Ragnarok, held annually in Ohio. It generally takes place the last full week of June and has over 1000 attendees..

In comparison to otherLARPs, Dagorhir is known to be more physical and combat-oriented. Dagorhir thrives because of the simplicity and elegance of the battle system. It welcomes nearly any type of character persona from true history or

fantasy genres as long as that character would have lived before the invention of gunpowder (Roman, barbarian, drow elf, hobbit, etc.)

Most weapons before gunpowder are acceptable, but the most popular throughout Dagorhir are sword, flail, club, axe, javelin, glaive, spear, rocks, bow and arrow, and shield. Weapons and shields are handcrafted, padded safely, and inspected regularly. Thus, wearing safety equipment or armor is not a requirement (although you are allowed to wear many types armor and safety equipment if you choose to do so).

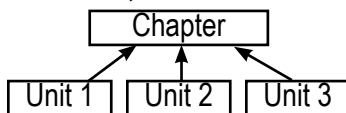
## Dagorhir Organization

In Dagorhir, there are two basic organizational structures: the official Chapter and the unofficial Unit. Chapters are organized around geographic regions (Eryndor is from North Detroit down to Toledo). A chapter is only as strong as its local membership, internal organization, and camaraderie. When a chapter invites other chapters for an inter-realm (realm is a slang word for chapter) event, its intent is not to go to war against the other chapter(s), it is to cordially invite fellow Dagorhirrim to enjoy a day or weekend of camaraderie and combat. Although friendly on-field rivalries do exist on the field among some chapters, we're all friends sharing a common love for a great game. The largest and oldest chapter is the Aratari, hailing from Washington DC.

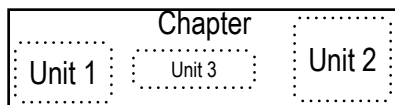
Units, on the other hand, exist in three different capacities. The **first structure** is basically a way for a giant chapter like the Aratari to have 'mini-chapters' within the umbrella chapter, Aratari. In the Aratari, units like Rome, Gestiguiste and The Guard are basically self-sufficient and stronger than many chapters in the rest of the nation. The **second structure**

is for a chapter to organize its fighting forces. Although the chapter is the true strength, small units of alike members form basic units within the chapter to be organized on the battlefield. Eryndor is built in this structure. The **third structure** for units is the national unit, and is usually organized around similar personalities and fighting prowess. The Dark Angels are an example of such a unit in Dagorhir. These units are comprised of members from many different chapters.

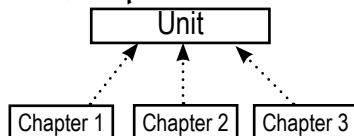
Unit/CHAPTER STRUCTURE 1



Unit/CHAPTER STRUCTURE 2



Unit/CHAPTER STRUCTURE 3



# Eryndor Overview

## Eryndor Culture

Our chapter is named Eryndor, which means 'Wood Land' in Sindarin. The original members of this group came from a woodsman background and hold pride in the woods. We encourage characters that are simple as far as personal story and visual appearance. We always encourage characters that fight for good, as good characters are featured most frequently in the storyline. We also find our fighting style works best as being fleet-footed warriors that focus on speed before strength, but we embrace all physical skills.

In Dagorhir, there are chapters and units that range anywhere from 4 nomads that scatter the field to 30 Romans that fight in a strict unbreakable line. Eryndor is over 100 combatants of various cultures and fighting styles unified by a common purpose. We have all sorts in our Crusade, but the most prominent are rangers, pirates, soldiers, mercenaries, ex-assassins, tribesmen, and Celtic brutes.

When it comes to Ragnarok, we like to have a good time on and off the field. We take pride in adding to the enjoyment and celebration of all Ragnarok attend-

ees. We like to bring this mentality to practices as much as possible. So don't forget, even though it seems like you're joining an army that hopes to train one another, remember that we're friends as well. Feel free to invite people over for weapon-making sessions or even a party you may be having. Heck, bring some brownies to practice! We are tolerant of all non-intrusive and non-destructive points-of-view, so you will be welcomed into our chapter so long as you are welcoming of others with different beliefs.

Also, it is important to note that within Dagorhir, there are people who are "stick jocks" (minimal focus on role play and lots of focus on combat) while others heavily emphasize the characterization and roleplay aspect of the game. Eryndor is one of the unique chapters in the sense we are equally concerned with both aspects. We want to be a powerful, respected force on the battlefield, but we are also very interested in creating a rich role playing environment. That's why every person in our chapter is integrated into the on-going Eryndor storyline (think of a story that writes itself), and we use the outcomes at our events to determine the future of the Eryndor storyline.

## Eryndor Government

Eryndor is a Crusade. There is no one leader, and anyone can achieve any rank. For practices, individuals known as Eryndor High Councilmen and Envoys make sure things go smoothly and direct the practice. They are the leaders for all non-combat related issues. In battle, the leaders are decided by whoever holds

the highest rank of fighting prowess. The current Council votes on all major decisions regarding Eryndor, and most topics require a majority vote.

For the most recent by-laws document, go to [www.eryndor.com](http://www.eryndor.com) and look under Culture.

## Contacting Eryndor

**Website:** [www.eryndor.com](http://www.eryndor.com)

**Message Board:** [www.runboard.com/beryndor](http://www.runboard.com/beryndor)

**Athron** (High Council in Atlanta, GA) - [Athron@Dagorhir.com](mailto:Athron@Dagorhir.com)

**Daeris** (High Council in Monroe, MI) - [Daeris@Dagorhir.com](mailto:Daeris@Dagorhir.com)

**Mithris** (High Council in Toledo, OH) - [Mithris@Dagorhir.com](mailto:Mithris@Dagorhir.com)

**Yakamo** (Envoy in Toledo, OH) - [george\\_fairlane@yahoo.com](mailto:george_fairlane@yahoo.com)

**Fairion** (Envoy in Rochester, MI) - [djohnst@oakland.edu](mailto:djohnst@oakland.edu)

# DESIGNING A CHARACTER

## Character Name

Many newbies make the mistake of being hasty in choosing a name. You'd be surprised how long you'll stick with Dagorhir, so make sure it's not only a name you enjoy and suits your look and history, but also something that people you meet can remember. Names like Shadowscorpion

Swordthrower and Chulhabheain don't work as well as simple names like Krim and Adar. Also, many Eryndorrim use names that root from Tolkien's Elvish tongue Sindarin. You can find Sindarin dictionaries online.

## Character Storyline

We know everyone wants to be an arch-angel, Orc hunter with a million frags, or the prince of some city, but we try to make our storyline as fantastically realistic as possible. For example, two Council Members of Eryndor were raised and trained by an Elf, but we only have a couple Elves in our chapter, as those people not only have to go the extra mile of putting on fake ears and such, but they have the long slender build and pretty face of an Elf. So try to be realistic, your character can be complicated in other ways, but please, no Chaos Lord of Slarggzack. Also, remember the Continent is a dark world in corrupted times, there is much turmoil. And remember, you need to be integrated into the Eryndor storyline in an

interesting fashion. Sometimes simple pasts lead to glorious futures. Talk with the High Council or other Eryndor members for ideas (or ways to be integrated into their storyline).

Also, instead of wanting to be some war god, don't forget that it can be fun to be a simple character or a comical character. Consider interesting things, like a fisherman, a painter, or a super religious person afraid of killing. Besides, you're new! Realize that you have not yet reached your potential as a Dagorhir fighter yet, and beginning your character with a humble beginning better matches your real Dagorhir skills (fantastically realistic!)

## Character Look & Style

Your look should not only correspond with your personal story, but also fit in well with Eryndor. Here are a few examples of styles already in Eryndor:

**Ranger-** Old, worn, smelly clothes in brown, light leather armor

**Soldier-** Tough pants, high boots, tabard, and chainmaille

**Elf-** Ornate, clean, green clothes (No facial hair and must wear ears at events)

**Assassin-** Long, flowing, intimidating light fabric in dark colors

**Dugans (Celts)-** Kilts don't look too hot in Eryndor, but rugged warm wraps and furs look great.

**Tribal-** Dark greens, dirty clothes, leather and wraps

**Cirion (Pirates)-** Baggy "goucho" style pants, tight vests with baggy-sleeved undertunic, and pirate hat or bandana

## Making Character Garb

Making garb sounds difficult, but its amazing how simple and rewarding it can be. There are many Eryndorrim who can teach you basic sewing techniques in little time. Or, sufficient beginner garb may come from weird places, just ask us. Resources like: garage sales, Goodwill, Salvation Army, and military surplus stores are great. If you have money and no time, going on eBay and searching 'LARP' or 'SCA' is a sure way to find some sweet threads.

Some Eryndorrim are much better at armor making than you would think, so before you buy that \$100 piece of armor online, ask a Council Member to see if there is a cheaper and easier way you can do it yourself, which also lends to a really cool sense of pride when you make something yourself.

# CHARACTERIZATION CONT.

## Storyline: Official and Alternate

The world of The Continent and the Eryndor Crusade storyline is filled with many races, amazing happenings, and shocking events. However, there ARE a number of rules that govern the happenings of the Continent.

As you develop your character, write your storyline, and create other tales, you have two options. You can choose to have your tales to be **Official Storyline** or **Alternate Storyline**.

When you identify your story as **Official Storyline**, you turn over all editorial powers to the High Council. However, your

character and tales will be integrated into the epic, ongoing tale that is the Crusade.

On the other hand, you may select to have your creations be part of the **Alternate Storyline**. In the alternate world, you have full reign to create everything and anything you wish. However, nothing you create will ever be recognized during events, in official stories, or discussed as relevant matters to consider as the storyline progresses. In other words, the alternate world is very much a "fan fiction."

## Rules of the Storyline

The Official Story is not meant to discourage your character, but to force you to be creative in finding your own unique addition to a world that already exists. Because we focus on making The Continent as real as possible, it is essential that there is continuity between your character and the other characters.

### Race

The races in The Continent do not cover all of the races you may be familiar with from other fantasy stories. For example, Drow Elves do not exist. Orcs, Elves and Goblins are playable characters, but it is expected that any non-Man character will decorate themselves to be a believable race at all Dagorhir events. Elves have pointed ears and no facial hair, and Orcs have large ears, jagged teeth, with greenish or black skin. Being servants of Dark Energy, races like Undead and Black Orcs can never be "good" characters.

### Magic

Today in The Continent, Magic is nearly extinct. The only remnants of Magic can be seen in those who study energy; Light or Dark. No character that claims to cast spells or enchantments can be a part of the Official Story.

### Battle Skill

Personal ability should be relevant to your character's skill. If you claim to be the best soldier in all of Hithdor, you had better hope to put up a good fight against a Hunter or two. If you insist on being god-like, expect to exist in an Alternate Storyline.

### Regions

There are many different cultures and lands in The Continent. You are welcome to be from nearly any of these places. However, there are some locations that are simply uninhabitable, like the island of Edhelium as well as the wastelands of Belegar. If you wish to be from a location that doesn't exist in our world, it is possible that your land is off our map. Just make sure you have a good, realistic excuse as to how you got to The Continent.

### Finding the Crusade

You may be from wherever you want. However, understand that the Eryndor Crusade does not come to you. You have to be creative to think of a way that your character would find the Crusade, or simply speak with the High Council about how we can cross paths with you.

# STORY OF THE CRUSADE:

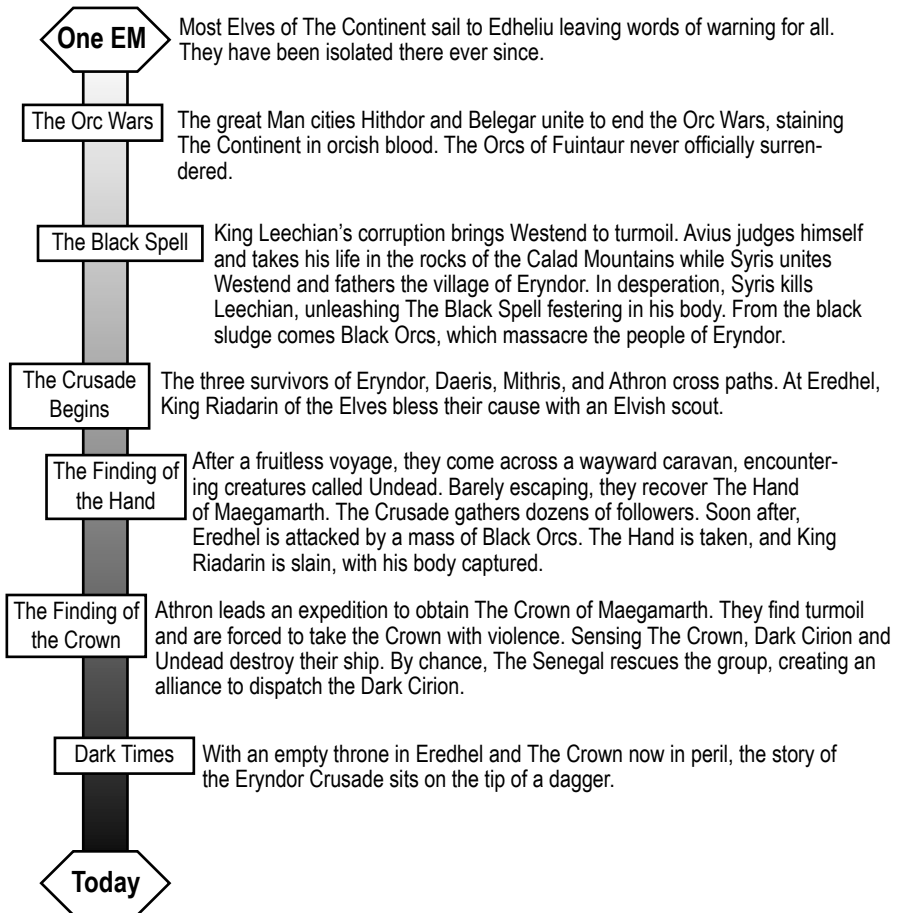
## Story Summary

The following section is a very brief explanation of the ongoing storyline. Many intricacies, smaller conflicts and celebrations, being occur across The Continent but are not recognized here. More in-depth stories are available on the official website, with plenty more to come.

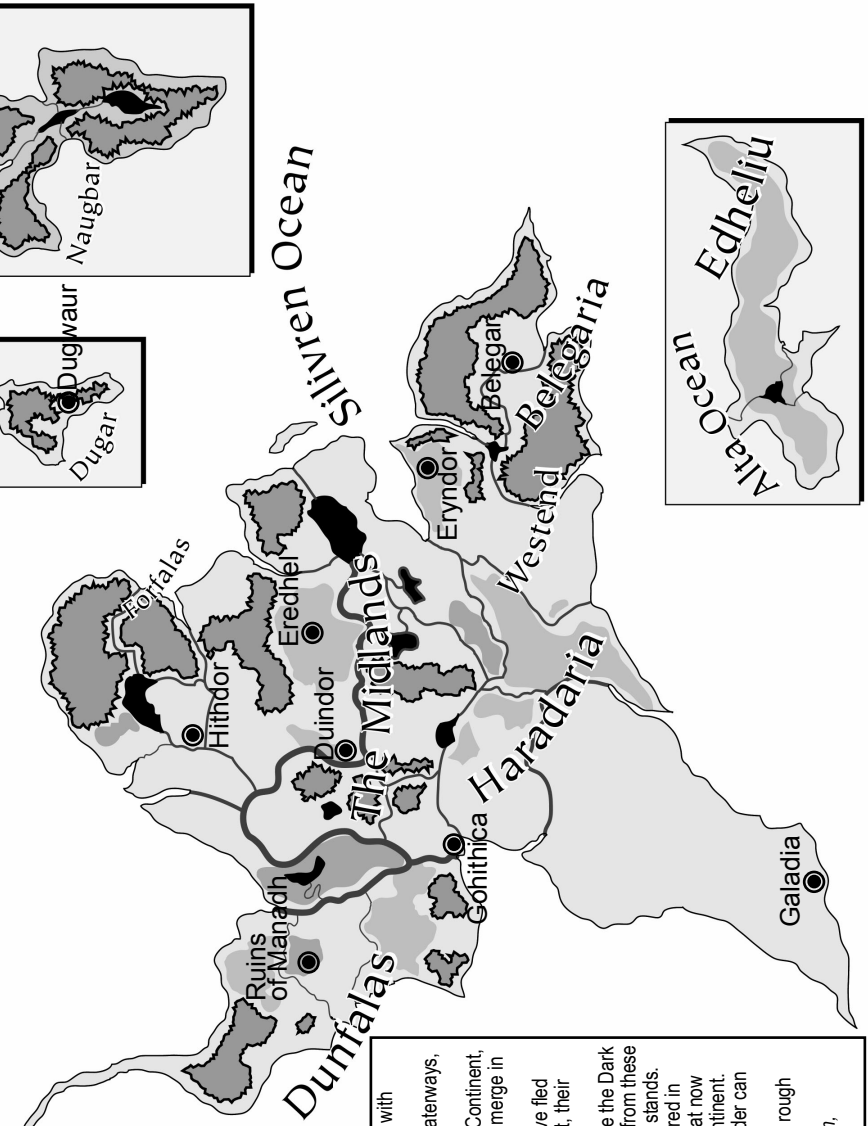
The story of Eryndor takes place in the Era of Men, or EM. For millennia, Men have been the dominant race and force of The Continent. As the corruption of Men becomes more profound, The Continent begins to suffer. This corrup-

tion meets its peak just as Maegamarth begins to reanimate after centuries of spreading his wicked will from his stone form. By the time his dark plan is set into effect, The Continent was too obsessed with personal obligations and greed to truly investigate the wasting of Belegaria and unite against the spreading evil. Blessed by an ancient Elvish King, one small group of Men take on the task recruiting a force to quell the evil before the shadow of Maegamarth consumes the earth. The Eryndor Crusade is born.

## History of the Continent: A Brief Timeline



# THE CONTINENT



**Farfalas** - A northern mountain land filled with mystery and strange, ancient cultures.

**The Midlands** - Plains, thin forest, and waterways, the Midlands is home to many peoples.

**Dunfalas** - The western most part of the Continent, strange and ancient elemental energies emerge in many forms in this land.

**Haradaria** - Mostly desert, many men have fled toward this land to leave behind their past, their fears, or their future.

**Westend** - The last unscathed land before the Dark Land, Black Orcs have begun to emerge from these forests. This is where the rebuilt Eryndor stands.

**Belegaria** - A once proud land, now covered in black magic and death. It is unknown what now sits within this shadowed part of The Continent.

**Edheliiu** - The Eiven sanctuary. No outsider can trespass here.

**Dugar & Naugbar** - Cold lands filled with rough men and ancient dwarven blood lines.

*For a bigger map, go to [www.eryndor.com](http://www.eryndor.com), Culture Section*

# ERYNDOR BATTLE RANKS

Whether slaying Orc, Undead, Dark Follower, Sleethen or Radical, members of the Eryndor Crusade are led on the field by whoever holds the highest rank. Rank within Eryndor is a testament of fighting prowess, on-field leadership, and a high-quality personal armory. On the field,

the highest ranking Crusaders should be respected and revered by Eryndor's allies, and respected and feared by its enemies. People of rank are expected to carry their rank as both an honor and as a testament of the service they provide for Eryndor.

## Newbie

Before claiming a rank, this is the title given to everyone who is inexperienced. Until they have fully participated in three practices, Newbies may only use a single blue weapon, shield, and limited projectiles.

## Guest

If they have participated in a LARP before, Guests may participate in Eryndor practices with whatever weapon combination they want. However, if they wish to become a member of Eryndor, they must attend practice three times as a Newbie.

## Recruit

A warrior who joins the Crusade during its travels. Recruits are honorable warriors capable with any variety of weapon combinations.

- *Once a Recruit, the warrior may take the Fighter Test once every week.*

## Fighter

A competent and swift warrior capable of bringing glory to the Crusade. Forces of darkness pay heed when a unit of Fighters sweep onto the battlefield. Fighters are granted a leather pelt on their belt presenting the Eryndor symbol and their name.

- *After a year of being a Fighter, one can become a Council Member pending a unanimous vote.*

- *Once a Fighter, the warrior may take the Hunter Tests once every two weeks.*

## Hunter

A noble warrior that all of Eryndor respects. The legs of Hunters carry them swiftly through their foes, their hands deftly wield their tools of retribution, and their voices lead Fighters and Recruits into the fray. Hunters may also wear the Ashes of the Everledden Life Tree across their eye as a testament to their strength, and will be presented a piece of jewelry from the High Council that will be written into the Crusade's history.

- *During the Hunter Ceremony the Hunter is rewarded with a mystical piece of jewelry to be written in the story.*

- *Once a Hunter, the warrior may take the Hero test once every three weeks.*

## Hero

The champions of Eryndor. The few and mighty who lead all others in battle. Experience, responsibility, and leadership are coupled with the deadliest blades in the land -- heroes are the mightiest of the Eryndor Crusade. The Hero is presented with amazing gifts from the High Council, as well as a mystical weapon of great power.

- *With an elaborate ceremony, the Hero is given many gifts from fellow Eryndor members. They are presented with a legendary weapon that holds mystical power when used in Eryndor. These weapons will correspond with the Hero's fighting style and personal history.*

# ERYNDOR Off-Field Ranks

## High Council

As much an honor as it is a burden, these members are thoroughly dedicated to the growth and success of Eryndor. High Council members are the full-time, off-field leaders of Eryndor. High Council members run official practices, plan and host events, manage all administrative duties of Eryndor, serve as the primary delegates for Ragnarok War Council activities, and are the voting members for all decisions of the chapter. High Council members spend at least 20 hours a week on Dagorhir activities and convene monthly to discuss all official matters.

### **-There are two ways to become a High Council member:**

- Majority High Council vote for any member with 3 Merit
- Unanimous High Council vote for any Fighter that has held the rank for at least one year

## Envoy

Envoys are highly regarded advisers to the High Council, and are able to run official practices and limited testing without High Council present. The position is one of great responsibility and service, and is bestowed upon individuals based on the need of the chapter as well as personal qualifications. If a Council Vote is ever split, these individuals are the next group to vote on the topic.

### **Requirements to Become an Envoy:**

- Receive approval from The High Council to pursue the position.
- Must have at least one Merit.
- Must have been to at least one Ragnarok.
- Must have been an active Eryndor Member for at least a year.
- Herald for the entirety of 3 Eryndor practices. The Envoy-to-be will in essence run practices, testing and all, while being reviewed by a High Council member.
- A unanimous vote of the High Council

### **For an Envoy to Herald Hunter Battle Tests:**

- The tests must have an approval from the Eryndor High Council. Providing familiar names of the participants and the Envoys personal recommendation is grounds for considering an approval.
- Envoys may not run Hero tests.

### **For an Envoy to Herald Mastery Testing:**

- For an Envoy to run a mastery test, at least one current master of that class must be present as a combatant against the tester.

## Sympathizer

Sympathizers are non-combatants of Eryndor. Their assistance in off-field matters make them powerful allies that strengthen the core of the Crusade.

# Eryndor Combat Rank Requirements

as of 7/15/2006

	Recruit	Fighter	Hunter	Hero
Persona	persona name/ small backstory/ picture on website	---	---	
Quiz	---	10 question Eryndor quiz	---	---
Practices	3 practices	1 practice with all High Council (OR Event Requirement)	---	---
Events	---	1 Event (OR Practice Requirement)	4 Events (not Ragnarok)	8 Events (not Ragnarok)
Ragnarok	---	---	1 Ragnarok	3 Ragnaroks
Garb Owned	---	Complete Garb (minimum DBGA requirement)	Impressive Garb	Amazing Garb (perfect character integration)
Weapons Owned	---	Weapon(s) to fill both hands	10 Weapons (of quality)	15 Weapons (of amazing quality)
Archery Owned	---	---	1 35# Bow 10 Arrows 1 Quiver	3 35# Bow 30 Arrows 3 Quivers
Shields Owned	---	---	2 Shields	5 Shields (of amazing quality)
Armor Owned	---	---	3 pieces	3 pieces cover (piece = covering hit zone)
Javelin Test	---	4 of 5 times from 10 ft.	5 of 5 times from 20 ft.	10 of 10 times from 30 ft.
Archery Test	---	Round Shield, 2 of 5 @ 20ft. in 40 secs.	Round Shield, 7 of 7 @ 20ft. in 25 secs. Also, 5 of 6 @ 40ft.	Round Shield, 10 of 10 @ 20ft. in 35 secs. Also, 10 of 10, kneeling @ 20ft. in 35 secs. Also, 10 of 10 @ 40 ft. Also, 7 of 10 moving @ 20 ft.
Battle Test	---	Defeat 2 Recruits at once (any weapon combination) - 4 min. time limit	Defeat 3 unarmored Fighters (1 Unlimited; 1 polearm; 1 archer). Must use own weapons and armor.	Defeat 3 armored Hunters (2 Unlimited; 1 with bow or polearm). Must use own weapons and armor.
Battle Test B	---	---	---	Defeat 6 fighters wielding only single blue (these fighters act as orcs)
Recruits	---	---	5 active recruits (2 of which have become Fighters)	10 active recruits (5 of which have become Fighters)

**Note:** Before you can become a Recruit, you must hold the status of "newbie." During this trial period, you may only fight with a single blue weapon, shield, and limited projectiles.

**Note:** For combat tests, you MUST meet minimum garb requirements to test.

**Note:** To test at any official practice, 10 combatants must be present, 5 of which are at least Recruit status.

**Note:** The High Council or Envoy running a practice may cancel any combat test on a given day if they deem insufficient skill level to administer the test.

# Weapon Masteries

Besides rank status in Eryndor, another way to prove combat worth is through weapon class masteries. Once a Recruit, you can become a master of different weapon classes. This honor will be

represented by a unique badge. Enough weapons must be present during the practice and you must take them in the order written here. The following is a list of each mastery.

	Defeat 2 'best' warriors matching your weapon combo	Defeat 'best' warrior with his/her best weapon combo & no armor	Other
Master Swordsman single blue single red	✓ ✓	✓ ✓	
Master Axeman single blue single red	✓ ✓	✓ ✓	
Master Kingmaker Blue & shield &	✓	✓ (opponent has full armor and projectiles)	
Master Shieldman blue & shield	✓	✓ (opponent has full armor and projectiles)	
Master Pikeman one polearm	✓	✓ (you may have a small blue sidearm)	
Master Berserker 2 blues or 1	✓	✓ (opponent has full armor and projectiles)	
Master Cutter 1 dagger	✓	✓	
Master Archer Bow & 5 arrows	✓	✓ (you may have a small blue sidearm)	✓ (hit round shield 50 of 50 times from 20 ft.)
Master Javelineer 2 javelins	✓	✓ (you may have a small blue sidearm)	✓ (hit round shield 50 of 50 times from 10 ft.)
Master Slinger 1 rock	✓ (opponents have 2 rocks each)	✓ (you may have a small blue or white sidearm)	✓ (hit buckler 50 of 50 times from 10 ft.)

# Eryndor Talents

This is the most complex and time consuming of all the achievements in Eryndor. Perusing a Talent is for those intensely dedicated to their character, with plenty of time to spend toward achieving the great pride of a Talent.

Once the rank of Recruit, anyone may pursue a Talent. However, only one Talent may be declared at a time, and at least a month between declarations. A High Council Member must be present or

fully aware of the desired achievement, which often requires logging hours of time (half hour increments). The requirements of each Talent are extensive and rarely can be achieved in less than a year. All requirements in brackets "{ }" must continually be accomplished, or the individual loses the honor of their Talent. The High Council strongly recommends that you hold record of your talent requirements as you pass them.

## **Ombassador**

- With 100% accuracy, answer a pre-made, 100 multiple-choice question written test, based off 100 publicly accessible questions about the history, rules, and culture of Eryndor and Dagorhir.
- Must attend three consecutive Ragnaroks and fought under Eryndor's banner.
- Must know the correct spelling of the names of every Eryndorrim of at least Recruit rank and has practiced within the month. (This will be done by viewing pictures or seeing each face to face, and the test must be done in 1 sitting.)
- {Attend one Eryndor event or Ragnarok per year.}
- \* Receive an all white metal badge bearing the Eryndor symbol.
- \* Receive a white cloak with silver leaf brooch.

## **Architect**

- Alone, set up 30 tents of Dagorhirrim at Ragnarok. Can only set up one tent once per Ragnarok.
- 15 hours working on permanent structures for Eryndor.
- Donate a high quality permanent structure for Eryndor and/or Dagorhir that can either fit someone inside and/or on top of. It must be brought to and used at 1 Ragnarok.
- {Alone, set up 1 other Eryndorrim's tent for each Ragnarok attended.}
- \* Receive a brown and gray badge bearing wood and saw.

## **Armorsmith**

- 20 hours of armor craft assistance/guidance on other Eryndorrim armor.
- Donate one legal armor piece (covers at least 2/3 of target area) to the Eryndor Armory.
- {Donate one legal armor piece (covers at least 2/3 of target area) at the commencement to every Hero.}
- \* Receive a brown and silver badge bearing a suit of armor.

## **Bard**

- Entertain Dagorhirrim with period music for 20 hours at Ragnarok.
- Entertain Eryndorrim with period music for 40 hours.
- Donate 1 period-accurate instrument to Eryndor.
- {Entertain Dagorhirrim with period music for 5 hours at each Ragnarok attended.}
- \* Receive a blue badge bearing a music note.

## **Beastmaster**

- Own 4 pets with Sindarin or other fantasy language names.
- Own 2 pets that respond in some way to their Sindarin or other fantasy language names.
- Own 1 pet that does a trick associated with Dagorhir.
- Submit 1 photograph for each pet.
- {To every Ragnarok attended, bring at least one pet that in some way responds to Dagorhir.}
- \* Receive a green and brown badge bearing a paw.

## **Blacksmith**

- 30 hours of weapon/shield making/modifying for the Eryndor Armory.
- Donate one high quality weapon of each of the following: Rock, Arrow, Javelin, Blue Weapon, Red Weapon, Flail, Spear, Glaive, Dagger, Punch Shield, Strap Shield, Staff (2-sided weapon)
- {Donate one high quality weapon at the commencement ceremony to each Hunter, Hero, or Council Member.}
- \* Receive a gray and orange badge bearing an anvil.

## **Chef**

- Cook dinner 10 nights at Ragnarok.
- Cook breakfast 10 mornings at Ragnarok.
- Cook dinner for all Dagorhir to sample on the last night of 2 consecutive Ragnaroks.
- Donate a full meal for each Fighter and up at a Ragnarok or Eryndor event.
- {Cook a meal four days of every Ragnarok attended.}
- \* Receive a red and orange badge bearing a spatula.
- \* Receive a spatula with the Eryndor symbol wood-burned into the handle.

## **Contributor**

- From one Ragnarok to the next Ragnarok, donate \$10 a month all 12 months to community Eryndor funds (all transactions must be approved by Council Member.)
- {Donate \$50 a year to community Eryndor funds.}
- \* Receive a gold-colored badge bearing coins.
- \* Receive a gold-colored chain mail bracelet.

**Continued on Next Page**

# Eryndor Talents Continued

## Firesmith

- Start a fire 10 Ragnarok nights without fuel (i.e. - a rustic way of creating a fire)
- Light all Eryndor camp torches 10 Ragnarok nights.
- Donate enough firewood for an entire Ragnarok.
- {Start 3 fires each Ragnarok.}
- {Light Tikis every night of Ragnarok attended.}
- {Responsible for all Eryndor fire safety protocols at Eryndor-attended campouts.}
- {Educate any other Eryndorrim handling flame any critical safety information.}
- \* Receive an orange badge bearing a campfire.

## Guard

- Post as an armed guard at Eryndor camp 6 Ragnarok nights (at least four hours while dark out).
- {Post as an armed guard at Eryndor camp 2 nights of every Ragnarok attended.}
- \* Receive a red badge bearing a tent.
- \* Receive a torch with the Eryndor symbol wood burned into the handle.

## Navigators

- 30 hours of driving to Dagorhir events, with at least 2 Eryndorrim in the same vehicle.
- Allowed use of personal automobile to 2 Ragnaroks.
- {Drive both ways to each Ragnarok they attend.}
- \* Receive a brown badge bearing a wagon.

## Artist

- Sketch/paint/sculpt the following to be posted publicly as Fan Art (All must be considerably worked on, appropriate, and tasteful):
  - o 10 characters from the Eryndor Stories
  - o 10 figures representing different races from the Eryndor stories
  - o 10 images of different Eryndor Fighters and up
  - o 10 full-body garb designs specifically for at least 5 individual Eryndorrim besides oneself
  - o 5 scenes of moments from the Eryndor Stories
  - o 5 images of cities or villages from the Eryndor stories
  - o {1 image depicting the commencement of new Hunters and up and Council Members. Must be completed within one month after the ceremony}
- \* Receive a blue and red badge bearing a paintbrush.

## Recorder

- Take 10 new character bio photographs (up to character to decide which they want, and will only count if character chooses new photograph).
- Take 50 photographs published on any official Eryndor site or document.
- Take 300 photographs featuring at least one member of Eryndor at an official Dagorhir event.
- Donate one 8"x10" print to each Fighter and up of them in character.
- {Donate one 8" x 10" print to each character when they achieve the rank of Fighter}
- \* Receive a blue badge bearing a lens.

## Recruiter

- Recruit 10 individuals who are now of at least the rank of Recruit. All of these people must agree that they were recruited by you, and must have attended an Eryndor practice or event within the last 3 months.
- Create 3 pieces of paper-based propaganda (flyer, brochure, etc.) that is designed for general distribution and publicity of Eryndor and Dagorhir.
- {Recruit one new individual to rank of Recruit and bring them to every Ragnarok attended}
- \* Receive a yellow badge bearing two hands.

## Rider

- Take 10 high quality pictures riding a horse in character with no mundane elements visible.
- Bring a horse you can ride to 1 Eryndor event or Ragnarok.
- Take 1 high quality picture of the horse.
- \* Receive a green and red badge bearing a saddle.

## Storyteller

- Write 3 public Eryndor Stories (all Eryndor Stories must be of 4 page minimum in regular Word format).
- Write 1 Eryndor Story that fits the main storyline (following at least one Council Member's perspective).
- Handwrite an existing Eryndor Story onto period paper and donate it to Eryndor.
- {Must write 1 Eryndor Story per year.}
- \* Receive a blue and white badge bearing a book.
- \* Receive a period calligraphy pen bearing a small Eryndor symbol.

## Trainer

- Must be a Fighter and up to pursue.
- 40 hours or 1 on 1 or 1 on 2 battle guidance with Recruits or lower (each Recruit or lower must sign for each time logged)
- Donate a blue weapon to 5 Newbies.
- Provide a basic tutorial of high quality created via written text, graphic design, or video that depicts basic fighting techniques with a particular weapon combination.
- \* Receive a yellow and red badge bearing a sword and two hands.

## Weaver

- 20 hours of sewing/design of fabric for Eryndor community gear.
- Donate a high quality piece of garb that covers at least 2/3 of its wearer.
- {Sew one earth-tone universal tunic (or chest and back covering garb) per year.}
- \* Receive a green badge bearing a needle and thread.

**Continued on Next Page**

# Eryndor Talents Continued

## Flagbearer

- Create 2 large banners of high quality bearing the Everledden Lifetree at least 9 sq. ft. in size.
- Create 2 banners representing symbols from cultures, regions, or armies within the Eryndor storyline at least 4 sq. ft. in size.
- Provide one banner carrier that is at least 8 ft. in height that can hold one of the large Eryndor banners
- {Carry a primary Eryndor flag to the battlefield every day of Ragnarok attended}.
- {Play the role of a 'real' flagbearer during at least one official Ragnarok battle.}
- \* Receive a yellow and blue badge bearing a flag.
- \* Receive a special tunic that symbolizes your role as an Eryndor flagbearer.

## Inspector

- Must attend every weapons checking class at the next Ragnarok attended.
- Must serve as a weapons checker for every day of next Ragnarok.
- Teach a thorough weapons-checking class to at least 10 Eryndor members who have not yet gone through a thorough weapons checking course (like those taught at Ragnarok).
- {Serve as a weapons checker for a total of 6 hours at every Ragnarok attended}.
- {Attend the first possible weapons checking class for every Ragnarok attended}.
- {Weapon check at every Eryndor practice and event attended}.
- \* Receive a white and red metal badge with the symbol of an instrument and sword.
- \* Receive a personal tunic designed to identify the Inspector as an experienced weapons checker during any weapons checking session.

## Mixer

- \*If you choose to use alcohol in your beverages, you must be 21 or older.*
- Develop 5 beverages to be tested by The High Council for approval, 4 of which must have recipes provided. All must have names unique to Eryndor culture.
- Provide 2 gallons of each Eryndor beverage at the next 2 Ragnaroks attended.
- {Provide large water every day of each event attended.}
- {1 gallon of 3 different Eryndor drinks must be provided at one campout annually.}
- \* Receive a grey and white badge with the symbol of a mug.

# ERYNDOR MERIT

Merit is an honor bestowed upon those who perform selfless acts for the betterment of Eryndor without anyone asking or expecting them to do so. Whether dedicating themselves with time, finances, or large amounts of creativity, there is a variety of ways to achieve Merit. Someone with three Merits can be voted in as a High Council Member with a unanimous vote from the current Council.

Earning Merit becomes more difficult after each Merit is awarded. For example, earning one's first Merit is often as easy as making a concerted

effort to 'go the extra yard' for a few months with foamsmithing provisions, food donations, assisting at practice, and the like. However, earning a second Merit would require an exceptional amount of self-sacrifice and dedication to the betterment of Eryndor. To earn a third Merit, it would require a long-term selfless dedication to the betterment of the Crusade. The actions of someone who was worthy of third merit would be so helpful that they would touch every single member of Eryndor with great impact, as well as touch the minds of those beyond the chapter.

# FOAMSMITHING

Building weapons and shields can be done a number of ways using a wide variety of acceptable materials. Generally speaking, the Eryndor veterans have several tried-and-true weapon-making methods using PVC as the weapon core, WalMart blue camping foam as the striking surface, and DAP contact cement as the adhesive. The following chart describes some of the common acceptable (and unacceptable) building materials for Dagorhir weapons. For actual weapons

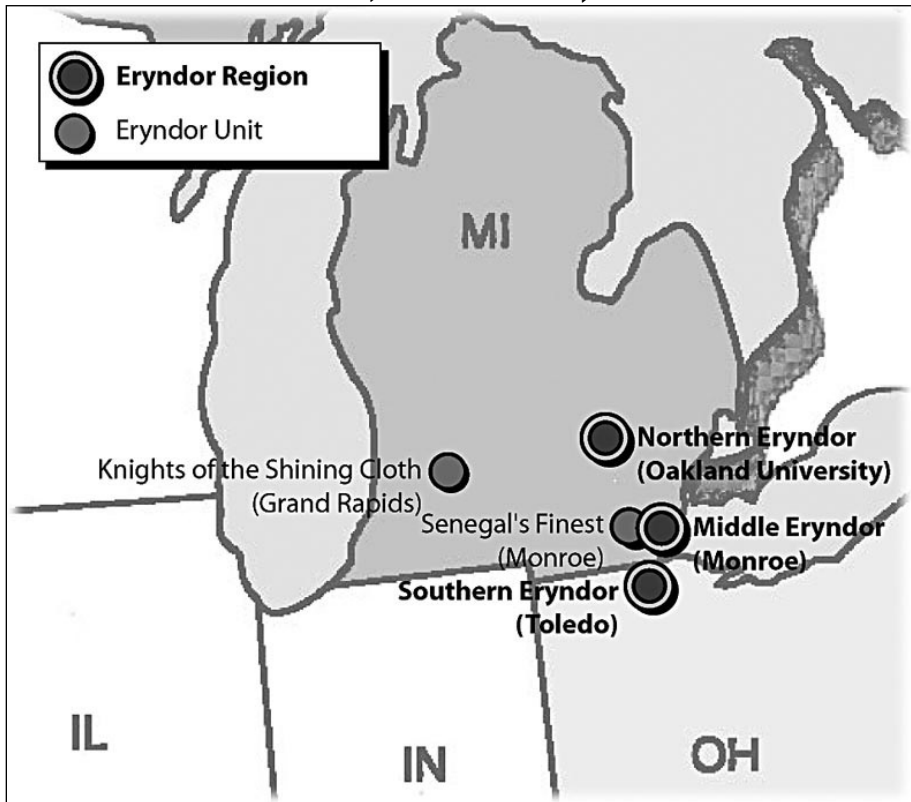
building, contact any veteran Eryndor member. Also, check out the **GEAR** section of [www.eryndor.com](http://www.eryndor.com) for several tutorials of common weapon types.

For definition purposes, closed cell foam is dense thick foam (like a camping pad) and used for swung striking surfaces, while open cell foam is squishy (like couch foam) and best suited on the ends of thrusting tips.

	Name	Purchase Point	Estimated Cost	Durability	Comments
Closed Cell	Green camping foam	Meijer	N/A	Terrible	Terrible foam. Breaks down quickly, hard to work with, bulky. Never use this foam.
	Blue camping foam	WalMart	\$6.00 per roll	Moderate	The everyman's foam. Suitable for most foamsmithing projects. Brand name "Ozark Trails"
	Evalite	www.mcmaster.com	\$24.00/ sheet	Superb	Beautiful foam. Easy to cut, bend, extremely durable. Charcol black color.
	Polyethylene Foam	foambymail.com	\$37.99 (2" x 24" x 54")	Superb	Great punch shield cores. Free shipping for orders \$50 or more.
Open Cell	Couch Foam	ummm... old couches	free	Poor	Although low quality, proper building techniques can make this foam suitable for some applications.
	High-density craft foam	JoAnne Fabric	varies widely (sales are common)	Moderate	More workable and durable than couch foam, but still requires some advanced building techniques.
	Charcol Foam	foambymail.com	\$25.99 (3" x 24" x 72")	Superb	Great for javelin heads & other open cell applications.
Weapon Cores	1/2" Schedule 40 PVC	Lowe's/ Home Depot	\$1.50 per 10ft.	Moderate	Suitable for almost all blue weapons. Thicker PVC is suitable for longer weapons.
	Fiberglass Rod Post (4ft. to 6 ft.)	Tractor Supply Co. / any fencing supply	\$1.25 - \$4.50 (3/8" to 1/2" diameter)	Superb	Less likely to break than PVC, but flex of the weapon can be an issue if it is too long.
	Bandshoppe Poles	www.bandshoppe.com	\$9.95 - \$19.95 (based on # ordered)	Superb	These 8' hollow fiberglass rods are excellent for long spears and can be cut down for red weapons.
Adhesives	DAP Contact Cement	Lowe's/ Home Depot	\$14 per gallon	Superb	Awesome for closed cell to closed cell or closed cell to hard surface. Messy and must be ventilated.
	Duck Brand Carpet Tape	Lowe's/ WalMart	\$4.00 (1/2" x 14')	Moderate	Good for quick fixes and if ventilation for DAP is impossible. Loses stickiness in cold weather.
Tape	Duct Tape	Lowe's/ Home Depot	\$7 per roll (industrial-	Superb	Great for securing DAPed areas, must use high grade (expensive) tape for effective application.
	Hockey Tape (athletic tape)	Play it Again Sports/ sports	\$2.00 per roll	Superb	Excellent for wrapping non-striking surfaces, gives a 'finished' look.

# ERYNDOR LOCATIONS

## Region & Unit Map



### Regions

Regions are locations where either a High Councilman and/or an Envoy resides and hosts regularly-scheduled practices. Regions are the core of Eryndor proper.

### Units

A unit of Eryndor is an independent group of warriors who have joined together under a unique banner while remaining allies to Eryndor proper. Units are created by a group of friends, fighters with similar character backgrounds, warriors with a common Dagorhir philosophy, or for many different reasons.

Making a unit is easy, go to the Eryndor website under **Culture**, then **Eryndor Policies for By-Laws**. Eryndor prides itself in helping units grow and prosper.

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### Unit Profiles

#### Senegal's Finest

Founded in 2005, The Senegal's Finest is a group of fun-loving Cirion (pirates) focused on intriguing character development. They feature an in-depth and fun ranking system and a stylish approach to Dagorhir. The two captains of The Fair Lady Senegal are the young, brash Evias, and the seasoned Sindaric.

#### Knights of the Shining Cloth

Unable to afford shining armor, this unit of eager and imaginative village youth donned imaginary 'shining cloth' and sprinted to war with the most modest of weaponry. Not to be underestimated, these young but ferocious warriors are led by the willful Gordune and the Nieros Oriens.

# DAGORHIR Overview:

## Types of Weapon Damage (Quick Guide)

In Dagorhir, there are various types of damage delivered from weapons. Each type of damage is categorized by a color (blue, red, green, white, yellow). The colors are different in various ways: how they react to armored body parts, whether it is thrusting or hacking damage,

where it is allowed to strike an opponent, whether it is hand-held or projectile damage, and whether it has to be delivered with only one hand or two hands on the weapon. The following table describes the color damage:

	Weapon Type					
Strike Zone	Blue	Red	One-hand Green	Two-hand Green	Yellow	White
<b>Attack Style</b>	hacking/ smashing	hacking/ smashing	thrusting/ stabbing	thrusting/ stabbing	thrown/ bow shot	thrown
<b>Torso</b>	Death	Death	Death	Death	Death	No Effect
<b>Arm/Leg</b>	Lose Limb	Lose Limb	Lose Limb	Lose Limb	Lose Limb	No Effect
<b>Head</b>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Death	Death
<b>Neck</b>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Death	No Effect
<b>Foot/Hand</b>	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
<b>Armored Torso</b>	Destroys Armor	Death	No Effect	Death	Death	No Effect
<b>Armored Limb</b>	Destroys Armor	Lose Limb	No Effect	Lose Limb	Lose Limb	No Effect
<b>Armored Head</b>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	No Effect	No Effect
<b>Weapon Example</b> (only a partial list)	short sword/ small axe/ flail	giant sword/ warhammer/ glaive	dagger/ spear/ sword stabbing tip	dagger/ spear/ sword stabbing tip	javelin/ arrow	rock
<b>Important Notes</b>	<ul style="list-style-type: none"> <li>- Armor only protects what it covers.</li> <li>-Two limbs lost from blue or red damage equals Death</li> <li>-Hands and Feet count as limb UNLESS firmly on the ground or holding a weapon</li> <li>-Red weapon damage must be swung two-handed, otherwise it is blue damage</li> </ul>					

# Eryndor Quiz

To become a Fighter of Eryndor, you must have a basic understanding of Eryndor's history and Dagorhir. Any of these following questions may comprise the 10 question quiz you take. If you don't know the answer, look through this packet, the website, or talk with members of Eryndor.

- Which race is the tallest of these listed?  
a) Elves b) Men c) Dwarves d) Mountainites
- Which race is the shortest of these listed?  
a) Wood Orc b) Black Orc c) Elves d) Dwarves
- Who is Athron's father?  
a) Kathron b) Bathron c) Avius d) Leechian
- Who raised Mithris and Daeris?  
a) Leechian b) Riavorn c) Riadura d) Avius
- Who is not royalty?  
a) Athron b) Riavorn c) Riadarin d) Leechian
- Which is not a statue piece of Maegamarth?  
a) Mace b) Crown c) Hand d) Eyes
- Who led the ancient army that first bound Maegamarth in stone?  
a) Haaz b) Riavorn c) Riadarin d) Leechian
- Where is Maegamarth's dark throne?  
a) Belegar b) Eryndor c) Hithdor d) Duindor
- Which city has huge towers and is said to be impenetrable?  
a) Belegar b) Eryndor c) Hithdor d) Duindor
- Which city lies in the desert?  
a) Thaw b) Galadia c) Duindor d) Edhelium
- Which race cannot be reanimated into Undead?  
a) Elves b) Men c) Black Orcs d) Wood Orcs
- Who assassinated King Leechian?  
a) Syris b) Avius c) Riavorn d) Athron
- Who is responsible for obtaining Maegamarth's Crown from Clanmaster Uro?  
a) Mithris/Daeris b) Krim/Yakamo c) Fairion/ Erlost d) Sentinus/Bregol
- Where in The Continent is Eryndor?  
a) Westend b) Belegaria c) Naugar d) The Midlands
- What bridge was raised with the purpose of destroying the Everledden Woods?  
a) Arnodiad Causeway b) Bridge of the Torch c) Orchome Bridge d) Red Bridge
- Which two cities are connected by the Tradewind Freepass?  
a) Duindor/Hithdor b) Belegar/Hithdor c) Galadia/Duindor d) Gohithica/Hithdor
- Who finally slain Raak?  
a) Syris b) Lieutenant Baren c) Haaz d) King Riadarin
- What colors represent the flag of Knights of the Shining Cloth?  
a) blue/gold b) silver/white c) blue/white d) silver/gold
- Who rescued the stranded Crusaders after the Bluecloud was destroyed?  
a) Eredhel navy b) Athron and Bubarian vessel c) Hithdorian Aides d) Senegal's Finest
- A stabbing tip may not pass through how big of a hole?  
a) 1" b) 2" c) 2.5" d) 3"
- What color damage does not pass through armor?  
a) blue b) yellow c) double green d) red
- What is the minimum flat width of a single-sided blade?  
a) 2" b) 2.5" c) 3" d) 3.5"
- What is the minimum weight of blue swords?  
a) 8 oz b) 12 oz c) 16 oz d) 20 oz
- What is the max draw weight for a bow?  
a) 20 # b) 25 # c) 30 # d) 35 #
- What is the distance for half-drawing a bow?  
a) <40" b) <30" c) <20" d) <10"
- Red weapons must be at least how long?  
a) 30" b) 32" c) 36" d) 48"
- What happens when arrows hit a weapon?  
a) passes through b) its deflected c) kills the weapon bearer d) hits the arm that holds the weapon
- If hit with a red weapon, which of these areas would not result in death?  
a) back of neck b) crotch c) collar bone d) right buttocks
- How thick must leather be to be considered armor?  
a) 3/8" b) 3/16" c) 3/5" d) 1/2"
- What is the maximum flex of any swung weapon?  
a) 35 degrees b) 45 degrees c) 90 degrees d) 180 degrees
- What is the max flex of javelins and spears?  
a) 45 degrees b) 75 degrees c) 90 degrees d) 180 degrees
- Your arm was shot with an arrow and you are hit in the leg with a red, you:  
a) are dead b) lose the leg c) lose the arm d) lose both
- An arrow bounces off the warrior in front of you and hits you in the chest, you:  
a) are dead b) are both dead c) don't take the hit d) take whatever the archer tells you to take
- Which kill when they strike in the head?  
a) white b) green c) red d) blue
- What happens when you are hit in your grounded foot with a red?  
a) lose the leg b) lose both legs c) lose the foot d) nothing
- A rock bounces off your shield, then hits your neck. What happens and why?  
a) Nothing, the rock changed directions b) Nothing, but only if you have neck armor c) Nothing, white damage doesn't include neck d) Death, or neck armor is broken

# DAGORHIR LINKS

There is a wide variety of Internet resources all types of Dagorhir 'stuff.' The following is just a brief list of some useful links Eryndor has stumbled across in the past years. This is NOT an exhaustive list... the Internet is FULL of medieval and fantasy people just like us, Google around!

## Garb

[sca.warhawkhobbies.com/ttunic.htm](http://sca.warhawkhobbies.com/ttunic.htm) - Basic t-tunic pattern.  
[www.personal.utulsa.edu/~marc-carlson/cloth/bocktunc.html](http://www.personal.utulsa.edu/~marc-carlson/cloth/bocktunc.html) - More advanced, authentic tunic design.  
[www.virtue.to/articles/in\\_depth\\_garb.html](http://www.virtue.to/articles/in_depth_garb.html) - Great tips and tricks for all basic garbing needs, a good, quick read.  
[www.forest.gen.nz/Medieval/articles/Tunics/TUNICS.HTML](http://www.forest.gen.nz/Medieval/articles/Tunics/TUNICS.HTML) - A real, detailed, tunic/dress design for ladies  
[zagref.tripod.com/garb.html](http://zagref.tripod.com/garb.html) - Zagref's links for some good, simple, Dagorhir Garb  
[www.larp.com/legioxx/caligae.html](http://www.larp.com/legioxx/caligae.html) - How to make 'authentic' Roman sandals  
[www.nativetech.org/clothing/moccasin/mocinstr.html](http://www.nativetech.org/clothing/moccasin/mocinstr.html) - Simple moccasins  
[www.bythewordinc.com](http://www.bythewordinc.com) - A wide smattering of medieval and fantasy gear for sale.  
[www.museumreplicas.com](http://www.museumreplicas.com) - Lots of great (but pricey) garb made 'for the movies'  
[www.simplicity.com](http://www.simplicity.com) - Sewing pattern company with a searchable on-line database for patterns, tips and tricks for sewing, etc.

## Armor & Armor Supplies

[www.theringlord.com](http://www.theringlord.com) - The place to buy chainmaille rings and wire.  
[www.mailleartisans.org](http://www.mailleartisans.org) - Great resource for chain weaves, patterns, tips and tricks.  
[www.bladeturner.com/pattern/hauberk/hauberk.html](http://www.bladeturner.com/pattern/hauberk/hauberk.html) - Shows how to properly 'turn' the direction of the chainmaille weave when making shoulder pieces.  
[www.brettunsvillage.com](http://www.brettunsvillage.com) - Great place to purchase cheap raw leather and some leather crafting materials. Supply comes and goes (wholesaler)  
[www.tandleather.com](http://www.tandleather.com) - The place where almost all of your leather needs are met, but prices can be a little higher when not on sale.  
[www.schmitthenner.com](http://www.schmitthenner.com) - Many types of armor for sale (careful, not ALL armor is Dagorhir-legal, check first!)  
[www.griffin-works.com](http://www.griffin-works.com) - Manufacturers of leather armor, Dagorhir-legal.

## Foamsmithing Materials

[www.mcmaster.com](http://www.mcmaster.com) - The best foams... the cost IS worth it. Search for EVALite. Fiberglass rods can also be purchased here.  
[www.bandshoppe.com](http://www.bandshoppe.com) - 8 ft. hollow fiberglass band poles make GREAT spears.  
[www.edhellen.com](http://www.edhellen.com) - On-line retailer of Dagorhir-legal weapons. Some of their equipment is fantastic, some is very questionable, be sure to talk to Eryndor leadership before purchasing.  
[www.foambymail.com](http://www.foambymail.com) - Great foams for open cell and punch shield cores. Very reasonable prices and cheap shipping.

## Foamsmithing Tutorials

[bobafettm.bobafettm.com/eryndor/page\\_gear/gear.htm](http://bobafettm.bobafettm.com/eryndor/page_gear/gear.htm) - The Eryndor website for Weapons construction. Yep, our site is, in fact, pretty darn good.  
[www.geocities.com/book\\_of\\_maces](http://www.geocities.com/book_of_maces) - Page for barrel and flanged mace design  
[www.romanempire.net/romepage/ForumRomanum/MilitaryCampaigns/Dagorhirshield.htm](http://www.romanempire.net/romepage/ForumRomanum/MilitaryCampaigns/Dagorhirshield.htm) - Roman shield design. Heavy and pricey, but these things are VERY safe and last for a long, long, long time.  
[www.angelfire.com/realm2/alcon/construction.html](http://www.angelfire.com/realm2/alcon/construction.html) - Great site for making Belegarth (a game that is derived from Dagorhir) weapons and shields. Almost every legal Belegarth weapon is also legal in Dagorhir, just be sure to check with Eryndor veterans before you dive into any of these tutorials to make sure you don't have to 'tweak' any of the directions.



Developed by Athron, Daeris, and Mithris of Eryndor  
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