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Note Regarding By-Laws:

The submission of these by-laws is meant to serve as a structured and organized *guide* to Eryndor policies, practices, and culture. It is *not* perfect and has limitations and ambiguities. Using these by-laws to find “loopholes” or to leverage personal advantages over the general body of Eryndor is completely unacceptable. As always, please acknowledge that the High Council will use discretion to determine the proper action in-line with Eryndor philosophy and culture.

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1. Eryndor Culture and Philosophy

This section is still a work in progress. However, it is intended to serve as a conceptual discussion of the Eryndor philosophy, so the emptiness of this section should not reduce the usefulness of the rest of this document.

2. High Council

2.1. Purpose

The High Council is responsible for the organization, growth, and long-term health of the Eryndor community. Even more, the High Council is responsible for the supervision of all official Eryndor practices and events.

2.2. Authority

Generally speaking, any decision that has an impact on the entirety of Eryndor must be voted on and passed by the High Council.

2.3. Requirements

A High Council member is expected to be fully-accountable for all High Council responsibilities during scheduled practices, gatherings, or events. Certainly, a High Council member is expected to spend numerous non-Dagorhir hours on Eryndor issues, but this time is determined at the personal discretion of the High Council member.

2.3.1. Expanding the Storyline

A High Council member is expected to provide one story to the Eryndor Culture each year. The story (or combined stories) must be at least 2500 words. Significant additions to the Eryndor Culture in terms of artwork, poetry, videography, graphic design, sculpture or another artistic medium may also be acceptable.

2.3.2. Recruiting

A High Council member is expected to obtain at least one Recruit per year.

2.3.3. Ragnarok

A High Council member is expected to do everything in his/her power to attend the entirety of the annual Ragnarok event. If this is impossible, the High Council member is expected to attend as many days of Ragnarok as absolutely possible. Failure to attend even a single day of Ragnarok is grounds for consideration of revoking the title of High Council.

2.3.4. Attendance

High Council members are not allowed to miss more than 2 meetings per year.

2.4. Meetings

The Council will meet monthly to discuss all relevant issues of Eryndor. Generally speaking, the meeting will be held during the final weekend of any given month. Minutes of the meeting will be kept on file and most discussion topics will be posted publicly for the review by other Eryndor members.

2.5. Admission to the Council

There are several ways to become a High Council member. They are as follows:

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

2.6. Removal

A Council Member can be impeached with a majority vote of the Council. If the vote is split, a majority vote of all Eryndor members recruit and higher will serve as the swing vote.

3. Membership

3.1. General Expectations

3.1.1. Off-Field

All members of Eryndor are expected to promote Eryndor and Dagorhir and foster the growth of the organizations. In turn, members are expected to acquire recruits.

Members are also expected to be proactive in the acquisition (through craftsmanship, purchase, or assistance) of weapons, garb, equipment and miscellaneous Dagorhir mandatory materials.

During Eryndor-hosted events and Ragnarok, all Eryndor members are expected to willingly contribute to the comfort and needs of Eryndor as a whole. Basic needs like campsite maintenance, basic weapon repair, and hauling weapons to weapon check are all tasks that are the responsibility of all Eryndor members at all times.

3.1.2. On-Field

Members are expected to respect all heralds at all times. Arguing shots and fighting to execute personal vendettas is absolutely inappropriate at all times, regardless of circumstances.

Members are expected to train, learn, teach, and enjoy themselves during practice.

Eryndor members are expected to take 'questionable' shots. As a rule of thumb, if an Eryndor member thinks there was a chance a shot struck his/her body, it is expected that the Eryndor member would count the shot. It is always expected that a member of Eryndor is honorable. Honor comes before skill, and is a prerequisite to skill. There is no such thing as a skillful fighter who also blows off shots and is a cheater. Thus, it is expected of Eryndor members to take 'questionable' and 'light' hits.

3.2. Removal

Although rare, formal removal from Eryndor is possible. The final choice for member removal is always at the discretion of the High Council and would always be considered a last resort.

Violent gameplay behavior that is beyond the boundaries of safety could be grounds for removal from Eryndor. Repeated or excessive violent behavior will result in the removal of the member from the next battle and potentially expulsion from the chapter if the action was extreme enough.

Malicious attempts to persuade Eryndorrim to abandon Eryndor and/or Dagorhir could potentially result in expulsion from Eryndor. The actions of a specific Eryndor member will be reported to the Ragnarok War Council if the actions taken by the member were severe enough so that the Ragnarok War Council must be informed.

Removal of a member from Eryndor requires a unanimous vote by the High Council after the member in question has an opportunity to develop a defense, if he or she so wishes.

If a member is removed from Eryndor, they will be written out of the official storyline, lose all ranks and honors, will not be admitted to any Eryndor event that is held on private grounds, and will not be allowed to camp with Eryndor during any events. If the reason for removal was violent, the member will be banned from fighting at any Eryndor event or practice held in a public setting as well.

4. HONORS

4.1. Merit

4.1.1. Voting

Merit can be given by one unanimous High Council vote.

4.1.2. Types

Earning merit becomes exponentially 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 – a conscious, concerted effort would have to be made. To earn the third and final 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 powerful that they would touch every single member of Eryndor in an impactful way, as well as touch the minds of those even beyond the chapter.

4.1.3. High Council Limitation

Since sacrifice and selflessness are tenants of High Council membership and are mandatory requirements and expectations of the position, High Council members are not allowed to earn Merit or pursue Talents.

4.2. Talents

Talents are another way Eryndor members can receive recognition for exemplar performance in a specific Dagorhir and Eryndor-related skill while performing services that benefit the Eryndor community. For a full discussion of the nature and policies related to Talents, please refer to the 'Character Talents' document.

4.3. Battle Rank and Battle Masteries

Rank and masteries are the primary manners in which Eryndor members can show their battle prowess on the battlefield. The extensive testing procedures and policies for both forms of honors can be reviewed in the Newbie Packet or on the Eryndor website.

Only one combat-oriented test per official practice may be taken by an Eryndor member. In other words, no Eryndor member could take both their Slinger mastery test and their Hunter test on the same day of practice.

4.4. Presentations

Type of Honor	Gift(s)	Presentation Location	Ceremony Type
Fighter	Fighter Pelt	Eryndor Event/ Ragnarok	Circle of Honor
Hunter	Ring of Ages/ Ashes of the Everledden	Ragnarok	Drawing of the Ashes
Hero	Double Ashes of Everledden/ Legendary Weapon	Ragnarok	Gathering of Light
Weapon Mastery	Chainmaille Necklace	Eryndor Event/ Ragnarok	Circle of Honor
Merit	Merit Token	Eryndor Event/Ragnarok	Circle of Honor
Professions	Fabric pelt and/or various tools/objects	Ragnarok	Circle of Honor

5. Testing

5.1. Warrior Selection

High Council members choose who they consider to be the best warriors for each battle test. If there is an argument as to who are the best warriors for a test, the High Council member who is on their homeland has the final say.

If the High Council perceives that there are not enough suitable warriors (for example, only 2 of the least-skilled recruits are at practice to administer the Fighter test), the High Council member present can defer from administering that test until a later date, but no longer than the next official practice.

5.2. Calling Shots

There must be at least 1 High Council member serving as a Herald for any battle ranking test. The High Council member will call shots whenever he/she believes a solid hit landed, but is not required to do so. Competitors will be expected to take honorable shots as though a herald is not present. A herald-called shot can be overturned only if the person delivering the blow tells the High Council Herald that he/she is almost certain the shot he/she personally delivered did not land.

5.3. Simultaneous Kills

If a simultaneous kill occurs during any battle test, the person taking the test fails the test.

5.4. Testing Regularity

Except at Ragnarok, tests may be taken only once a week. At Ragnarok, each day of Ragnarok represents one week of normal time (in terms of Eryndor testing). In other

words, the Hunter test can usually only be taken every 2 weeks. During Ragnarok, the Hunter test can be taken every other day.

5.5. Testing at Eryndor Events

Unless specifically noted, there is no testing at events hosted by Eryndor. Due to the sheer volume of tests that people desire to take at events, it is extremely difficult to administer both the tests and tend to our non-Eryndor guests at the event.

However, it may be announced that tests that are difficult to administer in normal practice settings (for example, the Hunter and Hero tests) will be allowed to be administered at some Eryndor-hosted events. In other words, the High Council may pick and choose which tests will be administered. If this is the case, it will be announced before the event.

6. Battlefield

6.1. Practices

6.1.1. Practice Agenda

Every practice will follow a basic agenda. At least, the Practice Template will be followed if a unique practice agenda was not made.

6.2. Events

Eryndor events are defined as inter-realm gatherings hosted by Eryndor. They normally feature at least one Eryndor story-changing scenario.

6.3. Heralding

In terms of safety and playability on the battlefield, a herald's word is absolute. Anyone who argues with a herald over any issue will sit out *at least* the next battle, no exceptions. This holds true for any person participating in an Eryndor-hosted event or practice.

7. Units

The leadership of Eryndor is aware that there are numerous reasons why a group of Dagorhir fighters may not wish to join the main body of Eryndor. However, Eryndor believes that these types of individuals and groups of people are likely to be well-suited to be a unit of Eryndor. In Eryndor's opinion, a unit can reap many direct benefits from being associated under the banner of the Everledden Tree, and the mutual relationship can be beneficial for the main body of Eryndor as well. Although this section will list several requirements that Eryndor expects of its units, it is important to understand that the main body of Eryndor does not wish to 'control' any of its units. In other words, Eryndor respects a unit's independence.

7.1. Acceptance as a Unit

If a group of individuals wish to submit themselves for consideration as a unit of Eryndor, a typed document with the following information must be submitted to a High Council member in either a hardcopy or electronic format:

- Name of the Unit
- Symbol of the Unit (must be submitted electronically)
- Name of the Leadership Contact Point(s) (no more than 2)
- E-Mail, Phone, Instant Messenger, Address of the Leadership Contact Point(s)
- Number of active members (please provide a roster with contact information of all members if possible)
- Status of the Unit
 - Average fighting experience

- Foamsmithing ability (what has been made, has it been checked at a real event?)
- Garbmaking ability (are most members garbed, how well?)
- Style of Unit (What kind of weapons do you prefer to use, what do you desire to become as a fighting force on the battlefield?)
- What do you hope to gain from Eryndor as an official unit?

Once submitted, the High Council can accept the proposal via a majority vote.

7.2. Expectations of an Eryndor Unit

7.2.1. Camping at Ragnarok

All units under Eryndor are required to camp as near as possible to Eryndor. This proximity will facilitate camaraderie between the chapter and its unit members, as well as help create a more social, impactful, well-guarded, and meaningful environment.

7.2.2. Leadership

Every unit must have no more than two individuals who will serve as the core communication point between the unit and Eryndor. These members must have multiple contact points on record with Eryndor's High Council. The unit's leadership is expected to relay any communications from Eryndor to the entirety of the unit, and vice versa.

7.2.3. Symbol

A unit must have a symbol of distinction that it carries to the battlefield. This symbol is the permanent marking of the unit and will be what Eryndor members will use to identify the unit as an ally on and off the battlefield. This symbol must be submitted in some sort of electronic format so that it may be added to the Eryndor website.

7.2.4. Alliance with Eryndor

Both on and off the field, the friendly alliance between the main body of Eryndor and a unit of Eryndor is extremely important. During any relevant field battles, a unit is expected to line with Eryndor and to be prepared for generic tactical instructions from one of the Eryndor leadership.

7.2.5. Growth into Eryndor

It is not Eryndor's intent to 'steal' membership from a unit. However, Eryndor does perceive great value in having some members of an Eryndor unit become fully-integrated Eryndor members as well. These individuals will determine on their own whether or not they wish to make the transition via natural, personal growth. However, it is critical that all Eryndor units are aware that Eryndor will gladly foster this transition. It is expected of any Eryndor unit to understand this aspect of the unit-to-chapter relationship and be comfortable with its implications.

7.2.6. Characterization Conflict

Although the burden for a unit and its members to mesh well with the Eryndor storyline is minimal, there can be times when a unit's characterization is so removed from Eryndor norms that it will be necessary to resolve differences. This process will be worked out mutually between unit leader and High Council members, with every effort made to reach a mutual agreement that leaves both sides happy.

7.3. Benefits as an Eryndor Unit

All units who fight under Eryndor will share the honor of victory, or the glorious defeat, of the entire Eryndor group.

7.3.1. Ranks

Members of units in Eryndor can participate in all tests, ranks, and honors of Eryndor if they choose to do so.

7.3.2. Camping

Units are encouraged to camp near the main Eryndor campsite during any overnight Dagorhir events. If at all possible, Eryndor will always make a concerted effort to reserve a suitable campsite for any Eryndor unit.

Units must camp separately from Eryndor, but all members of units are welcome in the public areas of the main Eryndor campsite.

7.3.3. Storyline

Units will be written into the Eryndor storyline in a way that is suitable with the vision of the unit's leadership. Based on the desire of the unit and Eryndor, the unit's interaction inside the storyline may be significant or may be minimal.

7.3.4. Resources, Skills, and Knowledge

Perhaps the greatest asset that Eryndor can provide any unit is Eryndor's body of resources, skills, and knowledge in many aspects of Dagorhir. From planning an event, to building blue swords, to combat tactics, to website design, to hand-making impressive garb and armor, to successfully advertising your organization, to many other aspects of Dagorhir, a unit of Eryndor will have access to all Eryndor knows.

8. Eryndor Website

All materials posted onto the official Eryndor website are subject to additions, edits, or deletions by the High Council. If changes to any submitted documents are made, the original author must be notified and fully agree to any changes before the document is publicly posted.

9. Changes to Eryndor

9.1. Proposals by non-High Council Members

9.1.1. Submission Guidelines

A written proposal signed by the submitter and at least one other active Eryndor member must be provided to an Eryndor High Council member. The proposal must:

- State the current policy/state of Eryndor
- Explain the problems with the current status
- State the new policy
- Explain why this change would be beneficial, overall, to Eryndor

9.1.2. Consideration and Voting

Proposals will be addressed at the next monthly High Council meeting, as long as the submission is sent 24 hours before the meeting. Depending upon the

nature of the proposal, the proposal may be immediately voted upon or be tabled for further research and discussion. The final decision and the logic for the decision will be summarized and relayed to the rest of Eryndor as soon as possible.