



# **EMPIRE OF THE WOLF**

## **ADVANCED MEMBERSHIP GUIDE**

For members that want more out of the Empire than simple membership, we offer many options and ways to better one's self and the Empire as a whole. Here you will find many different ways of advancing your status in the Empire. This includes Member Rank, Professions and Orders.

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# Huskarl

Huskarls are experienced and dedicated members of the Empire. The Huskarl is required for certain administrative ranks and gain other privileges. Huskarl is also the rank required to achieve Nobility Ranks.

To become a Huskarl, a member must petition at an Althyng during the member service section when they have met all of the below requirements. An Ealdorman or Chieftain will then inspect their kit to make sure they have everything listed and if found worthy be awarded the title at the next Court.

## Huskarl Requirements

- 1 year as a Karl
- Attend a total of at least 3 Ragnarok, Beltaine, Olympics, Northern Reaches or Yule while wearing Empire member sashes. (Major National Event, certain events will be added to this.)
- (Fighters only) Possess equipment with the Empire symbol (If the Fighter uses a Shield it needs the Empire symbol)
- Possess 3 days' worth of good quality garb and/or armor combinations which exceeds Dagorhir MOA minimum garb standards that also meet Empire Time frame.
  - 10 Foot rule – From ten feet, do you look like you are from a medieval time frame? (Show no labels or logos. Not easily recognizable as modern from 10 feet.)
  - 1 medieval belt
  - 1 Pouch of some sort
  - Footwear - Have something designated as footwear that passes the 10 foot rule. (Dagorhir MOA Minimum garb standards apply)
  - 3 outfits designated for feasting. (Pants and tunic or female equivalent, along with above mentioned belt & pouch.) (Pants & The female equivalent can be used in no more than 2 outfits. Tunics, only 1.)
  - Fighters: 3 outfits designated for fighting separate from the 3 designated feasting outfits mentioned above. (Pants and Tunic, footwear that passes the 10 foot rule, pants can be used in no more than 2 outfits.)
- Possess Empire appropriate equipment
  - A period drinking vessel
  - A plate, dinner fork, spoon & knife designated for Feasting. (period devices are preferred by not required.)
- Crat at 1 event. (this involves Head Weapons Check, Feastcrat, Autocrat, Warcrat, Campmaster, Troll, Head Scholar/scholar-crat)
- Complete 6 awardable actions for Hearthstone
- (Fighters Only) Represent the Empire on the field at least 6 times. (For every day of fighting at an event, this counts as one awardable action.)

## Nobility

In the Empire of the Wolf, members who prove exceptional service are given the Award of Arms. It marks the member as a valued part of the Empire and worthy of the nobility title. 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.)

To become noble, a member should petition during althyng or thyng during the member service section when they have met the following requirements.

As of the 2019 implementation, some time requirements in a rank may be waived by the Crown.

### Lord/Lady

- Lvl 1 Noble
- Service to the Empire
- Huskarl rank for at least 1 year
- Crat an event 3+ times
- Serve a term in an administrative office
- Earn an Award
- Member of an Order
- Do something Awesome (Optional?)

### Haldmann

- Lvl 2 Noble
- Advanced Service to the Empire
- Hold Lord Rank for at least 1 year.
- Crat an event 6+ times
- Serve 2+ terms in an administrative office
- 2 Awards earned
- Member of 2 Orders
- Do something Awesome? (Optional?)

### Jarl

- Lvl 3 Noble
- Exemplary Service to the Empire
- Hold Haldmann Rank for at least 1 year
- 5+ Terms in an Admin office
- Crat an event 10+ times
- 3 Awards Earned
- Campmaster Ragnarok (worth 2 instances of cratting an event)
- Member of 3+ Orders

### Posadnik (Duke)

- Reserved for Crown members who have retired from rule.
- An Honorary Ealdorman if they so choose
- Can serve as a Tie-breaking vote if needed.

During times of RP, Titled members should be addressed 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:

- Posadnik/Duke - Your Grace

- Jarl/Earl - Your Excellency
- Haldmann/Count - Your Excellency

The Crown can be included in this RP with the following titles.

- Ulfrik/Dronning – Your Majesty or Dronning/Ulfrik
- Prinz – Your Highness

## Professions of the Empire

The three professions of the Empire are meant to provide members with a medieval occupation to pursue. Each profession, or occupation/job, contains rankings that members can achieve. (AKA Paths)

Professions within the Empire have a number of ranks depending on the profession. Within the professions lie a number of specializations, should the member wish to pursue them, known as Orders. Orders are listed with their qualification requirements after the 3 Professions. To advance in ranking within a profession, or to report qualifying for an order, please petition during the member service section at an Althyng, or Thyng.

**All profession activity should be reported to an Ealdorman or Scholar. They will update your website profile.**

## Non-Combat Profession

### Hearthstone

Everything involving non-combat oriented activities except crafting. This includes scholar work, Camp duties, kitchen duties, Guard duty, Skald, godi work, etc.

#### Ranking

- *Awardable Actions – Kitchen duty, camp duties, assisting fighters (waterbearing, arming, etc), tending the camp fire, cleaning the camp, setting up camp, and filling necessary assistant positions for events.*
- *More Awardable actions: Guard duty, Skald performances, Godi performance/consultation, Scholar duties, Heralding battles and Tournaments.*
- Keeper
  - Requirements
    - Perform 6 Awardable Actions
- Expert Keeper
  - Requirements
    - Perform 12 Awardable Actions
    - Crat at an Event
- Master Keeper
  - Requirements
    - Perform 22 Awardable Actions

## Crafting Profession

The Crafting profession works a little differently from all other professions. The Crafting Profession uses craft points. Crafters should pick a specialty when they reach Journeyman Rank. To gain points in a chosen craft, a crafter must make and document works within that profession. Crafters should share documentation of any new works with their local leadership which can then be judged and points awarded. Items can also be presented at Althyng for credit.

Upon reaching the number of points required for the next rank increase, report this at the next Althyng or Thyng and the rank will be recorded.

Ranks:

- **Journeyman**
  - 30 Craft Points
- **Specialty**
  - earn 35 Craft Points in a specific Path
- **Master - Maestari Order Qualification**
  - 100 Craft Points in a specialty

*Earning point: It is up to the crafter to determine how many points a piece of work is worth. Work with your local leadership to determine a solid point to work ratio. For example:*

*In weapon smithing, a good measure of skill is 1 point per Knife made. (start to finish) A sword might be worth 2-3 points.*

*A chainmail hauberk may be worth more than a chain necklace.*

## Combat Profession

### The Standing Army

Those who dedicate themselves to the combat profession will join the standing Army of the Empire. Denoted by wearing red, either on their belt, a tunic, a sash, or other markings the member is welcome to choose. Warriors were always needed in medieval times, either to conquer enemies or defend homesteads.

Ranks:

- FotMann (AKA Footman)
  - Own a weapon for your combat game
  - Be familiar with the basics of combat

- Basics: Hit Calibration, Rules of the Game
- Receive beginner Training by a Hirdmann or higher
  - Such as: Fighting on a Line; Using your chosen Weapon style; Empire Commands Training
- **Hirdmann** (Free man bound to a House)
  - Prove Knowledge of Beginner Training
  - Prove knowledge of Empire Commands
  - Complete the Hirdmann Combat Test (2 vs 1)
  - Earn 6 “days of Fighting”
  - Complete a number of Training Challenges
    - Such as Kill Count, Line Challenge, Duel Challenges (Seek out and Duel every fighting member you can find)
    - These tend to be House Specific
- **Naungi** (kinsman – brother of the house)
  - Hirdmann
  - Complete 3 feats of Combat
  - Provide training to newer members
- **Stallari** – War Marshall
  - Prove by trial of Combat at the Stallari challenge - 1 per principality
  - Administrative Position – Karls + only
  - Election is held annually with trial by combat
  - Position is filled Per Principality
  - Designates Deputy Marshalls to oversee Stallari duties at practices.

## The Spirit Paths

The spirit paths are a theme or focus of combat prowess. They are based on a spirit animal and include challenges and requirements that are based on the Spirit animal.

See the related path page on the website. <http://eotw.wikidot.com/order-spirit-path-details>

Advancement in a spirit path is up to the member pursuing the path and does not necessarily need to be reviewed by an ealdorman. It can, however, be reported so it can be noted on the Member website.

**Feats of Combat:** 10 man Circle Trial, Knight Level 2v1, Squire Level 3v1, Fighter level 4v1, newbie level 5v1. Line Challenge. Win a Tournament.

## Orders

Two different types of Orders exist within The Empire.

The first types are the Station Orders. This includes 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. (Non-Combat and Craft)

New Orders may spring forth; the creation of necessity, as The Crown deems appropriate. Each Order has its own structure, rankings, goals, and methods. Following are detailed descriptions of existing Orders.

### 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.

### 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, service and knowledge. 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.

## Order of the Hersir

The Hersir are the elite warriors of the Empire, dedicated to combat above all other professions. To be a member, one must prove themselves worthy by attending and passing a Hersir War Proving.

- **Hersir** - Officer - Order Qualification
  - Attend & Pass a Hersir War Proving
  - Karl Rank required
  - Marked by a Red Sash with a Black Helm.
- **Thegn** – High Officer
  - Hersir rank
  - Huskarl
  - 5 Feats of Combat
  - Teach at a Hersir War Proving
  - Prove at 3 Hersir War Provings
  - Own a Helmet and Armor related to your Empire Time frame persona

## 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')

Dedicated to Security Detail and Bodyguarding, guardsmen protect the hearth of the Empire.

- Order Qualification
  - Learn Watchman & Bodguard Etiquette & pass related tests.
  - Perform 10 Guard/Bodyguard Duties (At least 3 of each type)
  - Karl Rank
  - Guard Crat an event 3 times.
- Master Guardsman
  - Perform 20 Guard/Bodyguard Duties (At least 6 of each type)



- Proctor 5 Watchman or Bodyguard Tests
- Guardcrat 6 events (Ragnarok counts as 3 events)
- Huskarl
- Pass the Master Guardsman Trial.

## Order of the Gules Blade

An order of Ferocious and Experienced Warriors, dedicated to combat as well as Combat Service.

- Order Qualification – Gules Blade
  - 6 instances of Combat (day of fighting)
  - Perform as a Crat of Weapons Check, Warcrat and Tourneycrat 1 time each.
  - Serve as a herald or weapons checker 6 times
  - Karl/Gestir
- Mastery: - Geldr Blade
  - 12 instances of combat (day of Fighting)
  - Complete 1 Feat of Combat
  - Warcrat or tourneycrat 6 times
  - Weapons Check Crat 4 times
  - Serve a term as Stallari
  - Huskarl

## Other Knighthoods and Orders

Other Recognized Knighthoods and Orders of Martial Prowess are sometimes acknowledged by the Empire. This means a member would be expected to show respect to a member of such an order, sometimes using their designated Prefix. (i.e. Ser or Kinsman). Other knighthoods include, but are not limited to, the Kensmen and the Knights of Wyndhaven. Orders of Martial Prowess: The Úlfhéðnar. Aka the Berserkers

## Service Orders

### Order of the Maestari

Maestari are overseers of the Crafting Paths. They are divided between two rankings, the second being recognized as “Grand Maestari”

To become a Maestari, the following conditions must be met:

- Reach Master Rank in a medieval Craft
- Be voted into the Order by the the Crown

The Maestari are headed by a circle of masters. These masters oversee Order & Path development. The circle may also submit a vote on adding new Maestari to the Order.

Maestari can be included in the Craft Jury related to their mastered craft.

#### **Requirements:**

- **Maestari Order Qualification**
  - 100 craft points in a specialty.
- **Grand Maestari**

- 200 Path Tokens in their Mastered Craft
- Complete five of the following recommended activities:
- Teach a crafting class related to your mastered craft at an event
- Teach a class at a major event (An event that lasts for one week or more)
- Take on an Apprentice and help them achieve Journeyman Rank

## Order of the Argent Quill

The Argent Quill are the artistic and historical figureheads of The Empire. 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.

***Acts of Record:** Scholars are like the Journalists of the Empire, but also the record keepers. They go out and record the deeds of the Empire and its members. This can be anything from recording a backstory of a member to witnessing their deeds in a trial or on the field. Taking pictures and posting them to facebook can also be considered an act of Record. (Adding said pictures to your book of record can be worth additional tokens) Acts of Record should include the date, time, event (if there is one) and any overseer's signature. (I.e. Ealdorman mark or sig.\_)*

- **Order Qualification - Argent Quill**
  - Complete 10 acts of Record
  - At least 3 instances of serving as event chronicler. (Scholar-crat)
  - Karl Rank
- **Savant**
  - Complete 20 Acts of Record
  - 6 Instances serving as Event Chronicler
  - Huskarl
  - Serve a Term as Ealdorman

## Order of the Gilded Rose

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

- **Order Qualification**
  - 10 Hearthstone awardable actions focused on camp and kitchen.
  - Karl
  - Feastcrat or Campcrat or Kitchenrat 3 times
- **Master Keeper**
  - Perform 20 Awardable Actions focused on camp and kitchen
  - Feastcrat of campcrat or kitchenrat 6 events
  - Campmaster Ragnarok
  - Huskarl

## **Order of the Azure Stave**

Members of the Azure Stave focus on reaching out to other entities in reenactment and create good relations with the Empire. They stay up to speed on all politics with allies and enemies alike. They advise the crown of what units & Entities are worthy of alliance, or worthy of war. To be an Ambassador, a member must be an experienced Karl or Nobility and approved by the Crown. Thralls are forbidden from pursuing this path. A member must apply for access to this path, and a letter of request may be required. The local leader will then approach the Ealdorman for discussion. Final approval falls to the Crown.

### **Ranks**

- **Order Qualification**
  - Must be of Karl ranking or higher for at least one year.
  - Have good relations with at least two other medieval reenactment groups of any known organization (Dagorhir, Belegarth, SCA, Amtgard, etc)
  - Apply for this path. To apply, a member must petition during Althyng or Thyng. Which will then require an interview by a House leader or Ealdorman.
  - Reasoning will be required for order application,
  - Prove extended Knowledge of the inner workings of at least 5 Medieval Groups and their membership.
- **Elrendi (Elder messenger)**
  - Prove extended Knowledge of the inner workings of at least 10 Medieval Groups and their membership.
  - Huskarl rank required
  - Assist an Ealdorman/Crown with interacting with a medieval group to develop good relations 10 times. Schedule time for walkabout with the Ealdorman/Crown. Crown members have many duties and it can be difficult for them to remember every ally.

## **Order of the Verted Ring**

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 Symbel.

- **Order Qualification - Ringbearer**
  - Perform at an Event 10 times (This includes heralding Thyngs)
  - Perform at Court/Althyng 3 times (This includes Heralding)
  - Karl Rank
- **Mastery - Idjar – (Performer)**
  - Perform at an event 20 times
  - Huskarl Rank
  - Perform at High Court 6 times

## Feats of Combat

**2 vs 1 :** Test givers must be Knights or Knight equivalent. Knights are free to choose their gear.

**3 vs 1 :** Test givers must be Merkismandr, Squires or Swordbrothers. Test givers are equipped as follows: 1 Sword and shield, 1 florentine, 1 single blue.

**4 vs 1:** Test givers must be experienced fighters with at least 2 years of fighting but cannot be Merkismandr, Squires or Swordbrothers. Test givers are free to choose their gear.

**5 vs 1 :** test Givers must be new to the game, with less than 2 years of Fighting experience. Test givers are to equip a single blue each.

**10 man circle:** Challenger must select 10 fighters and defeat each best 2 out of 3. When the fighter is defeated they leave the circle. If they are not bested, they remain in the circle and the challenger returns after going around the circle.

**Tournament Win:** Tournaments won at events are counted.

**“Knight Trial”:** A line is formed at a major event of anyone that wishes to fight the challenger. The line can max out at 300 fighters. The Challenger must match their fighting style and best them once. They must keep fighting them until they defeat them.

## Trials

**Master Guardsman Trial –** The guardsman wishing to perform said trial must manage a number of guards to guard a number of Crown/Nobles at an event where the Crown/Nobles act as difficult wards.