

Halls of Ásgarð Charter

“Kneel Before No Man!”

Halls Of Ásgarð is a branch of the [Empire of Medieval Pursuits](#). This group is based around the [Aesir](#) of the Conan novels as well as the Old Norse it is, in turn, pulled from. Much like the Old Norse society we emulate, the primary rule of this group is personal responsibility.

The Thing (Council of Jarls)

The ruling body of the group is called the **Thing**. The **Thing** is made up of five Jarls (known as Rig-Jarls). The Thing meets officially every six months (second or third weekend in January, and third weekend of June). Of these five Rig-Jarls, one among their number is named **Rig**. A Rig can be unanimously named or the current Rig may be challenged by a single Rig-Jarl (by vote of no confidence), every six months at a meeting of the Thing. This challenge can be made only once per Thing. The Rig may then accept the challenge (a Holmgang to the best 2/3 fights) or choose to step down without loss of face or **honor**. This ex-Rig becomes a Rig-Jarl or they may choose to renounce their seat on the Thing. If at any time a Rig steps-down, moves outside the reasonable travel area of the Lands, cannot complete the duties necessary, or acts against the will of the populace, an emergency Thing can be held to replace the Rig with a temporary representative until the next official Thing. This vote must be majority approved by the Thing. If the Rig is not challenged they can remain in power as long as they care to. Furthermore, someone can be Rig more than once.

During the Thing it is the responsibility of the council to choose to elevate or strip members of the group to different rank, elect council members, etc. At all times the Thing must remain at five members unless an emergency has occurred.

In some cases a request for the populace to vote on changes to the charter, elevations, new Rig-Jarls, etc. In these circumstances only active, paid members of **Karl** rank or higher have a vote in these polls.

Caste & Rank

Leadership:

1. **Rig:** chosen from among the current Rig-Jarl's on the Thing; First Among Equals.
2. **Countess:** The high maiden of the group. Part Crone, part den mother (normally the spouse of the Rig). The head of the Vqlur.
3. **Rig-Jarl:** A Jarl currently sitting on the Thing. These individuals will have additional responsibilities to the group as a whole (ie: Treasurer, Armorer, Ranger, Weaponsmith, Skald, etc.)

Populace:

4. **Jarl:** Nobility in the group. **Expected** to bring in new members and show martial prowess. This is the highest rank the group can bestow. **This rank is granted a populace vote.**
 - a. **Huscarl/Hirdmadr:** a sworn body guard chosen for elevation by the Rig, a Rig-Jarl, or Jarl. Once chosen as a Huscarl/Hirdmadr this individual will be eligible for elevation to Jarl after one full year of service to their liege. This person is **expected** to assist their Jarl and

promote the group among social circles. **This rank is granted a populace vote.**

5. **Karl:** This is the standard social rank for all active fighters in the group. **This rank is granted a populace vote.**
6. **Vqlur:** This is the gifted rank for exceptional volunteers. These individuals are nominated by the Countess and approved by the Thing. **This rank is granted a populace vote.**
7. **Hauldr:** This is the standard social rank for all non-fighters in the group. **This rank does NOT have a populace vote.**
8. **Thrall:** A bit of a caveat here. This is the social rank assigned in Old Norse society to the slave caste. While the group in no way promotes, endorses, or accepts the concept of slavery we also realize that there exists many aspects to people's role and fantasy-play. If a couple or subset wish to be involved in this aspect of persona they are welcome to. If it becomes an issue in the group (ie: making your drama OUR drama) you will be asked to desist or leave. We are all adults here, act as such. **This rank does NOT have a populace vote.**

If a member of the group is found not upholding the tenets of this charter by acting **dishonorably**, in either combat or fellowship, the Thing reserves the right to punish any member found to be wanting. These punishments can range from stripping of rank to outright banishment from all group functions and events; and all points in between. We are all here for enjoyment of a hobby, don't be "that guy".

The Varangian Guard

The elite fighting unit of the branch. The Varangians are versed in fighting in a unit with large war shields known as Varangian shields or V-shields as well as spears, glaives, great weapons, and crossbows. Being chosen to become a Varangian is an unsung honor that few are granted. It is to join a Brotherhood within a Brotherhood. If you know, you know.

Awards

Any member of the populace can nominate any individual within the group to receive an award. This nomination should be brought to the Council of Jarls for consideration. All awards are bestowed by the sitting Rig with approval of the Council. All awards can be revoked.

Eye of Mimir – Highest award bestowed by the group. EXCEPTIONAL work on the group's behalf, excellence on and off the battlefield.

Ulfhednar - aggression against great odds with control maintained

Hand of Tyr- valor shown despite the odds

Staff of Odin - recruitment award, counting members that pay dues

Volund's Anvil - artisan award, yearly, split into categories

Relic

As an EMP branch the **Halls Of Ásgarð** has a relic. Our relic is a lovingly crafted banner with the group's device painstakingly painted by our own Kreigr the Suebian. This relic is normally flown at every event attended by the group.



Lands Therein

Per the branch structure outlined, **Halls of Ásgarð** is a level 2 branch of the EMP proper. Our lands consist of a 25 mile radius centered on U.S.F. in Temple Terrace, FL.

Newcomers

Firstly, (and most importantly) read and comprehend this Charter and the EMP fighting rules. If you have

any questions please reach out to any member of Jarl rank or higher. It is their responsibility to help and cultivate new members.

Secondly, you are not expected to use an accent. You are not expected to “create a character”, although many of us have names or personas that represent our “fantasy”. You are not expected to wear garb at a practice, but events, definitely. As a newcomer you are welcome to borrow weapons, armor, and garb as needed. Please bear in mind that it is a common maxim to return these items in better condition than when you received them, replace if broken, or at bare minimum, make sure they get back to their rightful owner.

And so forth,

It is expected that all members should conduct themselves in an honorable manner at all times. Everyone you meet is representing this group and its ideals. A group grows because of a sense of fellowship and belonging. In essence, unlike other recreation groups, this is meant to be a pseudo-serious group based solely around fighting and martial prowess. Conflicts inevitably arise and can be addressed in very real combat. In the experience of its founding members, (who combined have over 60 years of fighting experience) it is very difficult for two fighters to enter a ring as enemies, and leave without at least a grudging respect for the other. More is learned about the nature of a fellow after a few sword blows, than a lifetime of dinner conversations.

Fighting (finally!)

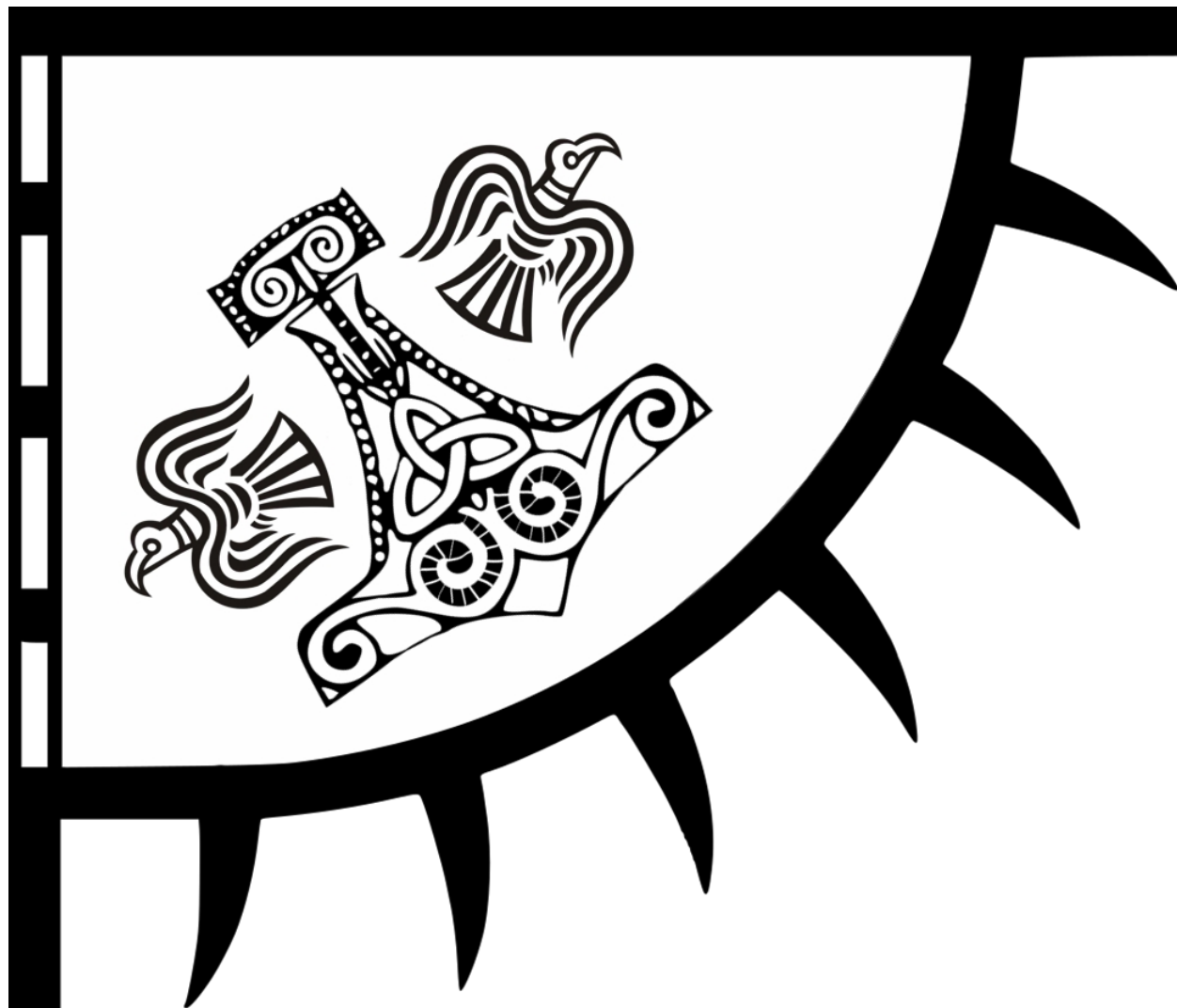
Members of the group are expected to know, understand, and follow the rules of EMP combat as outlined at <http://empiremp.org/rules/>.

All fighters are responsible for their own level of safety! This is a full contact sport. As such you can expect full contact at full force. A Jarl or Rig-Jarl will be on-hand for armor and weapon inspection to ensure equipment falls within the rules for safety (ie: marshal). Fighters are responsible for calling their own blows in an **honorable** fashion.

At any given practice or event, all members of Karl rank or better are **EXPECTED** to fight in the event or practice at least once (unless injured, real life comes first at all times). It is considered **honorable** to set parameters before a practice bout if you feel unsafe (ie: no ground fighting due to knee issue, etc. This is meant to be an **oath-bound** agreement between two warriors, not a ploy to gain advantage).

Lastly, always remember this is a fighting group, not a spectating group.

Device



“Sable Thor's hammer centered facing down with two sable corvid volant addorsed on an argent field”

<https://www.facebook.com/groups/614421072805715/>

Welcome to the Hallowed Halls of Ásgarð!

“Get some on ya!”