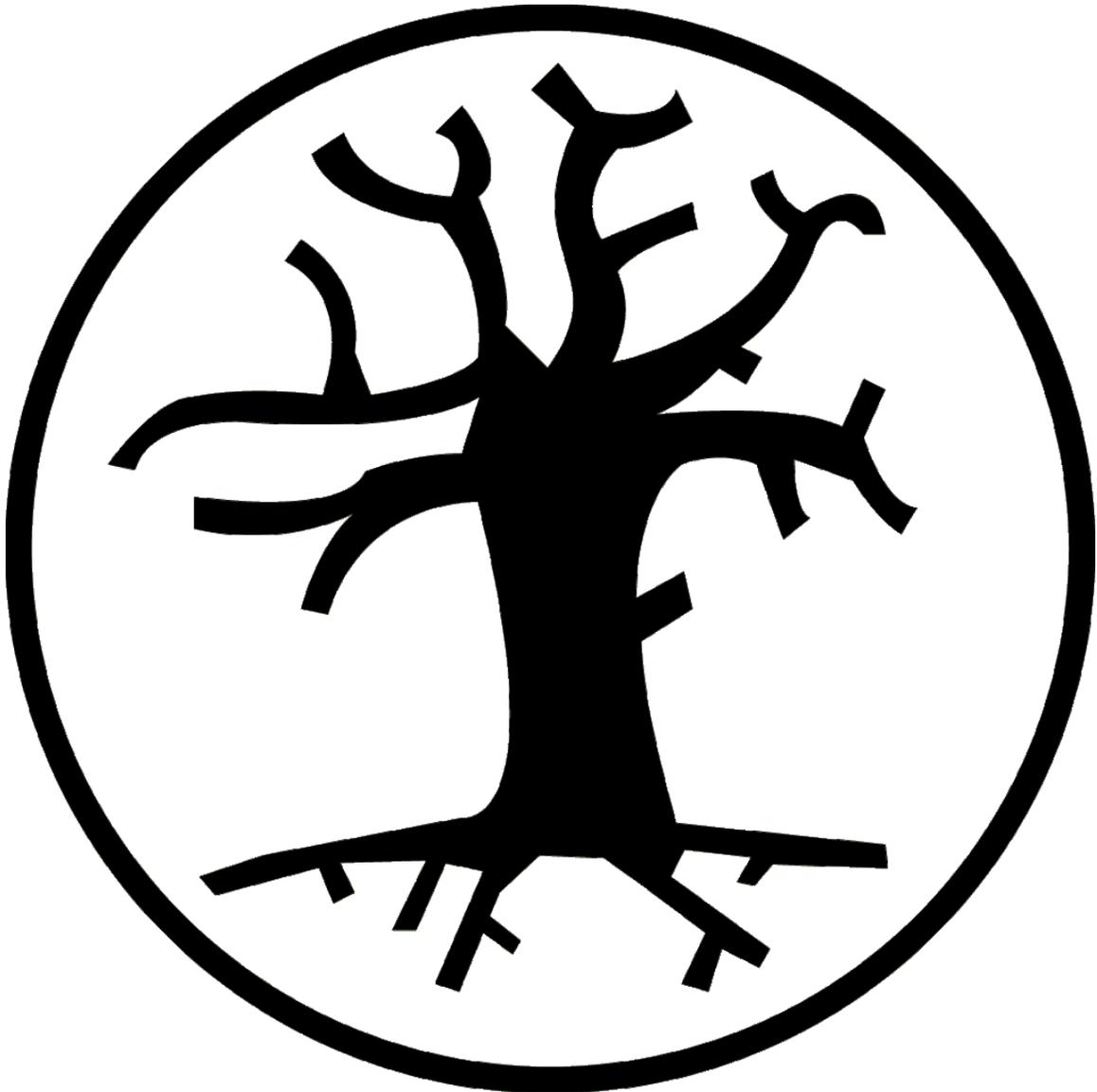


An Eryndorrim's Essential

An Introduction to the
Organization, Philosophy and History
of the Chapter 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, an event called Ragnarok, is held annually in Pennsylvania. 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 its 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 personal use of gunpowder (Roman, barbarian, dwarf, 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 of armor and safety equipment if you choose to do so).

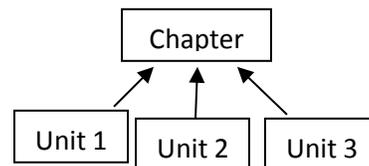
Dagorhir Organization

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.

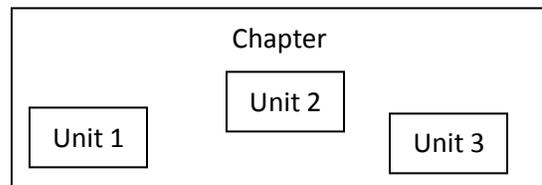
Units, on the other hand, exist in three different capacities. The **first structure** is basically a way for a giant chapter like the Aratari to have 'mini-chapters' within the umbrella chapter, Aratari. In the Aratari, units like Rome, Gestiguiste and The Guard are basically self-sufficient and stronger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

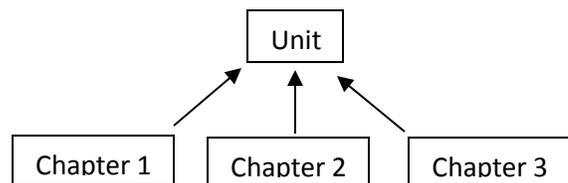
Unit/Chapter Structure 1



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.

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 made of over 100 combatants of various cultures and fighting styles. We encourage you to create your own character, one that is unique, and to fight (and write) it into life. No matter the character, we have all styles of fighting in Eryndor, from the fleet-footed skirmisher to the stalwart shield men and women to the keen eyed archer. All have a place on our fields of battle.

These characters are brought together in the over-arching story we share. Some fight for good, some fight for evil, and others still fight for neither. We have all sorts of characters in our realm, but the most prominent are rangers, pirates, soldiers, mercenaries, ex-assassins, tribesman, 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

attendees. 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 as it is home to combatants from every end of that spectrum. 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

The Eryndor Government is currently run by two entities; The Executive Board (E-board) and the Unit Council. The Unit Council meets twice a year to determine the event schedule for the season and also to elect the members of the E-board. Representatives are then responsible for events and practices held through all of Eryndor.

The E-board contains the officers of the Realm, and cares for the administrative aspects of the Realm. The officers change annually at Ragnarok, and are comprised of the President, Vice President, Coordinator, Treasurer and Magistrate.

Contacting Eryndor

Website: www.eryndor.com

Forum: beryndor.runboard.com

Facebook: <https://www.facebook.com/groups/Eryndor/>

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 archangel, Orc hunter with a million fangs, or the prince of some city, but we try to make our storyline as fantastically realistic as possible. For example, two of the Founding Fathers 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 World in which your character lives is a world in corrupted times—there is turmoil everywhere. And remember, you need to be

integrated into the Eryndor storyline in an interesting fashion. Sometimes simple pasts lead to glorious futures. Talk with 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 and Style

Your look should not only correspond with your personal story, but also fit in well with Eryndor. The more you look like your character, the better and more fun it is!

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 "gaucho" style pants, tight vests with baggy-sleeved under tunic, and pirate hat or bandana

Making Character Garb

Making garb sounds difficult, but it's 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 other online

purchasing sites 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 around 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 field a homemade piece of garb.

Characterization Continued

The Eryndor Storyline

The world in which the storyline of Eryndor takes place is a vast and diverse one. There are a multitude of races, amazing happenings and spectacular events.

Keep in mind though; in order for the storyline to stay cohesive, there ARE a number of rules and

guidelines to follow as you bring the stories of your character to light.

The next few sections will outline the rules of the storyline, as well as summarize not only the first story arc and lay the ground work for the second.

Rules of the Storyline

The Eryndor 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 World as real as possible, it is essential that there is continuity between your character and the other characters.

Race

The races in The World 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 characters 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 skin. Currently Black Orcs and Undead have been eradicated from the continent—that is until a necromancer seeks to create forces for himself (or herself) again.

Magic

Today in The Isles, Magic is nearly extinct. The only remnants of Magic can be seen in those who study energy; Light, Dark, Jade or Thunder. Even so, only those who seek the knowledge of energy use can wield it, it is a taught power. The character must learn it from someone or something. 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 not to exist in the official Storyline.

Regions

There are many different cultures and lands in The Isles and beyond. You are welcome to be from nearly any of these places. However, there are some locations that are simply uninhabitable, like the island of Edheluu. 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 are involved with the storyline and its home base—the Isles.

Purpose

There are people of all walks in our storyline. We have warriors, pirates, thieves, assassins, healers—the list goes on and on. You can become almost anything you desire, so long as it fits with our lore. We always encourage simple beginnings, because not every person can be born a prince. Let's face it, if everyone was royalty, the world would be incredibly boring. Be creative.

Keep in mind, things like Dragon Hunters, Drow Mystic, Enchanters, etc. do not have a place in our world, as there are no Dragons or Drows, and there is not enchantment style magic. A good rule of thumb is this; if you feel your character may be out of place, ask a veteran of Eryndor for advice.

The Stories of Eryndor

Summary of the First Story Arc

The first great story arc of Eryndor was a 10 year epic. For 10 years the members of Eryndor fought, and the battles decided the fate of the Realm in its ever constant wars against Maegamarth. Maegamarth was an incredibly powerful dark energy user—a Necromancer—from ages long past. Thousands of years ago, in an attempt to seal away his power forever, the elves bound him into a statue, then took the pieces of that statue apart (Most notably the Crown, the Eye and the Hand) and hid them across the continent in a measure that they knew would not be permanent.

The old age passed and it became the Era of Man when the elves had a mass exodus from the Continent, and the pieces had been lost to time. As the new Era pushed on, the times grew harder as the race of Man grew more and more greedy. This was compounded by the slowly reanimating Maegamarth as his power reached out from his stone form. Blinded by their own greed, Man did not investigate the wasting away of the country of Belegaria and did not join together to stop the darkness spreading through the lands.

However, a small band led by Athron, Mithris and Daeris were blessed by an Elvish king named Riadarin to stop the darkness from taking over the Continent. Thus the Eryndor Crusades began. Through the years they sought to abate the forces of Darkness sweeping through the land. Their forces grew, and other bands popped up to fight the growing forces of Maegamarth. Just when the forces of Light were about to dispatch pieces of the statue into the ocean, the last Dragon swooped in and claimed the piece for itself. It proceeded to fly to the other pieces, and consumed them all before destroying the walls of the city of Hithdor—the place that would be home to the battle to end all battles.

The forces of Light and Dark clashed, and Maegamarth finally took over the form of the Dragon. Using all of his power, he pulled one of the two moons down upon the Continent. The Paladin, Azora Cross, then sacrificed himself to save the continent from complete destruction. Instead, the Continent has become horribly flooded and has become what we now call The Isles.

The New Story Arc

The dust is still settling after the events of the Last battle of Maegamarth. Destruction and devastation are everywhere. Multitudes of cities and villages have been lost and destroyed—their people right along with them. In this aftermath, people are desperate to survive. Those who were landlocked before and had no access to sea vessels are now water locked, trapped until they find the means to create boats and ships. Even then, the new waterways are a risk, as no one is entirely sure what lies beneath. Former cities are a water hazard that can sunder the strongest of hulls.

Some groups, however, have taken advantage of the open waterways. A detachment of the Navy of

Belegaria sailed eastward to find the Fallen Azora Cross's homeland with divided thoughts. Some of their number sought to open a port there, while others still were searching for a way to bring Cross back to life. Subsequently, these actions insulted the nation of Juko, from the invasion their lands and defiling their temples. So, Juko decided to strike back at the nation of Belegaria for their crimes. Fortunately for Belegaria, they were more than ready for the invading forces and trounced them thoroughly not only once, but twice. Juko, seething for revenge, returned with their allies, but still found their contingent insufficient to conquer the Belegarian forces.

Insert your story here

Now, we desire YOUR input. Find a way to bring your story into ours, and help us to develop the amazing world we all share. Be creative; feel free to push boundaries, to make a nation that you come

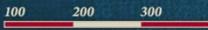
from. But most importantly, work together with us. This is a giant collaborative world! We all work together to make the stories happen. This story is the pride of Eryndor, and we welcome you into our Lore.



THE ISLES

- Major City
- Town
- Stronghold
- Ruins
- Landmark
- Bridge

Scale (miles)





Eryndor Battle Ranks

Rank within Eryndor is a testament of fighting prowess, on-field leadership, and a high quality personal armory. On the field, the highest ranking warriors 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 or one event, Newbies may only use a single blue weapon, shield, and limited projectiles.

Recruit

A warrior who joins the battles across the Isles. 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 fields of battle. Fighters are granted a leather pelt on their belt presenting the Eryndor symbol and their name.

- 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 that will be written into the Realm'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 warriors of Eryndor. The Hero is presented with amazing gifts, 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

Executive Board

These are the people who help Eryndor by caring for the administrative duties of the Chapter. They are highly dedicated and care deeply for the Chapter's success. These are positions of both honor and burden. These people spend countless hours to ensure that everything is going smoothly and meet multiple times through the duration of the season to care for matters of the Chapter.

The positions of the Executive Board are; President, Vice President, Coordinator, Treasurer and Magistrate. The President is the Head of the Administrative effort. He/She is the representative of the Realm and also attends War Council at Ragnarok. The Vice President is in charge of Unit Status and the awarding of Fighter's Pelts and Mastery Chains, as well as filling in for the President when they are unavailable. The Coordinator keeps the meeting minutes, tracks the waivers and is also responsible for the event bin. The Treasurer is responsible for the finances of the realm. The Magistrate is the Executive Board's liaison to the Unit Council, drafts the upcoming year's schedule and also attends War Council at Ragnarok.

You can become a member of the Executive board by first being nominated to a position, and then by being voted in by the Unit Council. Elections are held annually at the Pre-Rag practice.

Unit Representative Council

This council contains representatives from every unit. The job of the Unit Council is to maintain practices, decide which units will run which events in conjunction with the Executive Board, and also Vote on the members of the Executive Board itself. The Unit Council meets twice each year.

Envoy

The position is one of great responsibility and service, and is bestowed upon individuals based on the need of the chapter as well as approval by the Executive Board. Their primary role is to facilitate all of the battle testings at practices and events.

Requirements to Become an Envoy:

- Be sponsored by two current Envoys after a period of shadowing.
- Be approved by the Executive Board (Not all Competent members will be made Envoys if enough are already in a specific area)

Sympathizer

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

Merits

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.

Eryndor Combat Rank Requirements As of 3/24/2014

	Recruit	Fighter	Hunter	Hero
Persona	Must have Character Name			
Practices	3 attended			
Garb Owned		Full Set	Impressive Garb Set	Amazing Garb Set
Weapons Owned		Fill both hands	10 Weapons of Quality	15 Weapons of amazing Quality
Battle		Defeat 2 Recruits in 4 minutes	Defeat 3 Fighters: Blue and Board, Pole Arm and Archer. Must use personal equipment. Armor Permitted.	Defeat 3 Hunters; 2 Blue and Board and one Polearm/Archer. Must Use Personal equipment. Full Armor used, if none owned, 'Magic armor' is used for those giving the test.
Secondary Battle				Defeat 6 Fleet Footed Fighters wielding single blues. Tester wields unlimited equipment and full armor.
Javelin		4/5 from 10 feet	5/5 from 20 feet	10/10 from 30 feet
Archery		2/5 from 20 feet in 40 seconds	7/7 from 20 feet in 25 seconds	10/10 from 20ft in 35s, 10/10 from 20ft, kneeling in 35 s. 10/10 from 40ft (no time limit) 7/10 from 20 feet on moving target.
Quiz		10 /10 score, 5 questions on Storyline, 5 on the MOA		

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 the tests in the order written here. The following is a list of all the masteries.

	Defeat 2 'Best Warriors' Matching weapon Combo	Defeat 'Best Warrior' with Best Weapon Combo	Other
Master Swordsman (Single Blue)	✓	✓	
Master Axeman (Single blue axe)	✓	✓	
Master Swordsman (Single Red)	✓	✓	
Master Kingmaker (Blue, Shield and Green)	✓	✓ (Armor and Projectiles permitted for tester)	
Master Shieldman (Single Blue and Shield)	✓	✓ (Armor and Projectiles permitted for tester)	
Master Pikeman (Long Single Green)	✓	✓	
Master Berzerker (2 Blues)	✓	✓ (Armor and Projectiles permitted for tester)	
Master Cutter (Single Dagger)	✓	✓	
Master Archer (Bow and 5 Arrows)	✓	✓ (Testee may wield a small blue sidearm)	Hit round shield 50/50 times from 20 feet
Master Javelineer (2 Javelins)	✓	✓ (Testee may wield a small blue sidearm)	Hit round shield 50/50 times from 10 feet
Master Slinger (1 Rock)	✓	✓ (Testee may wield a small blue sidearm)	Hit round shield 50/50 times from 10 feet

Units of Eryndor

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, by fighters with similar character backgrounds, by warriors with a common Dagorhir philosophy, or any other combination of unifying reasons.

Units can be an engaging challenge to make, and you can build many bonds while doing so. It is a lengthy

process, but to achieve Active Unit Status is a great feat, and adds to the variety of our realm. To find out what is necessary to make a unit, find our bylaws in our forums at beryndor.runboard.com in the Unit Council and Exec board Info sub-forum.

The following is a list and brief description of all of the Units.

Active

Legacy of the Lifetree

This unit is comprised of great warriors who fought and lead the Eryndor Crusade. These crusaders are the roots of Eryndor. Because of their leadership, Maegamarth was eventually defeated. Since then, members of the Legacy have spread out throughout the Continent, being enigmatic almost. The common fold will tell tales of their comings and goings and the legends they left. Now, we choose to carry on this path and stay warriors of the light. We fight to protect the people of the broken continent from any new evils. Whether a few of us will show up to save a village from a rising brigand, or we all come together to wreak havoc on marauding armies, we fight for the light. Those that serve the dark shall fear our wrath. The legacy of Eryndor will live on.

The Senegal's Finest

The Fair Lady Senegal is a large five-masted ship that sails the seas of The Continent, and the Senegal's Finest are the most skilled and most talented members of her crew. For thirteen years they've pirated and plundered the lands of the Continent, explored past the reaches of modern knowledge, and even helped out the Crusade of Eryndor—when the price was good enough. In the chaos following the ruin of The Continent, the Senegal's Finest have taken to trading in much needed supplies, though their origins may be questionable and their cost high.

The Imperial Guard

The Imperial Guard was founded in the year 3966 in a small cave just outside of the Black Lake. The goal of this union was simple, to make profit and spread the ways of the Imperial Guard throughout the continent. Years have passed and the Imperial Guard has been a pivotal part in many battles on the continent. Though which side the Imperial Guard is on is never really discovered until the battle begins, the unit acts swiftly to do what they are being paid to do. As mercenaries the imperial guard is not interested in good or evil, or the struggles of villagers. Every move the Imperial Guard makes is a calculated attempt to bring more coin into their bank.

The Fury of the Called

The Fury of the Called is a unit of varied people and occupations. In character, The Fury is a group of soldiers, not heroes who came together despite their differences because they felt called to the crusades to fight for individual reasons. They fought with the crusades against evil for years, and since the defeat of Riadarin and the reclamation of Belegar most have settled in that nation, becoming sailors, soldiers and royalty. Out of character, Fury is an incredibly diverse group of relaxed adults brought together by their love of being silly, spears, and hammocks. To find out more about the unit your best bet is to find us on the field. Look for the Blue Flame and Horn on a black field, and if none are in sight, follow the shouting of Oi in the distance.

The Thieves' Guild

The Thieves Guild is a unit of cutthroats and vagabonds that come from various backgrounds. In character, members of The Guild range from barbarians and Vikings to pirates, with everything in between. Their common ground is a desire for riches and power. They are the predominant masters of the underworld, trafficking in stolen goods and gambling. They fight when needed, so long as it suits their purposes, or a member of the group's personal wants or needs. Out of character, The Guild is a group of friends with an array of personalities that just enjoy each other's company and fighting next to each other on the field.

Scholars of the Sundered Tower

The Scholars of the Sundered Tower is a unit dedicated to becoming the best fighters we can be, while not taking the game too seriously. Based mostly in Toledo and Monroe, Scholars can usually be found on the front line of any battle. In character we are dedicated to research and technology, as well as the preservation of information both archaic and arcane. Beneath the veneer of benevolence lies a much darker agenda.

Shadow's Edge

Shadow's edge is dedicated to fighting as a group of friends as we collectively improve our skills. Having once operated only in the back alleys and slums of Hithdor, events allowed us to become a force of change. The corruption of governments and the oppression of the populations will be stopped.

Murcielago

Criminals are a superstitious and cowardly lot. None prove this proverb more true than the House of Murcielago. The House of Murcielago was created to combat evil on a global level. Placing agents all over the continent, Murcielago uses theatrics, symbols, high-end weapons and tactics to gain power as a force for justice. These mysterious vigilantes engage in serious fighting on the field and less than serious shenanigans off the field. They are Vengeance. They are Legion. They are the Knight.
Primary location: Monroe, MI

Probationary

Kin of the Warforge

In the wake of the Viking exodus from the Continent, Magnus, the last of the Warband Chieftains, set out to find his Dwarven ancestors with their halls of magic and gold. His search led him to the desolate island of Naugbar where he discovered the Clan of the Overdeep, the last known clan of Dwarves who had once dwelled on the Continent. Magnus and his Viking warriors aligned themselves with the Clan of the Overdeep. Within their number he discovered Airee, his long lost friend from his time in the Warband, and Ilde, a new ally of power within the Dwarven society. Together the Dwarves and Vikings fight as kin, brothers and sisters in arms: The Kin of the Warforge; and together they seek to reclaim the gilded Dwarven halls long sealed and take back the treasures stored within.

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, and 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	<u>Blue</u>	<u>Red</u>	<u>One-hand Green</u>	<u>Two-hand Green</u>	<u>Yellow</u>	<u>White</u>
<u>Attack Style</u>	Hacking/ Smashing	Hacking/ Smashing	Stab/ Thrust	Stab/ Thrust	Thrown/ Bowshot	Thrown
<u>Torso</u>	Death	Death	Death	Death	Death	No Effect
<u>Arm/Leg</u>	Lose Limb	Lose Limb	Lose Limb	Lose Limb	Lose Limb	No Effect
<u>Head</u>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Death	Death
<u>Neck</u>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Death	No Effect
<u>Foot/Hand**</u>	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
<u>Armored Torso **</u>	Destroys Armor	Death	No Effect	Death	Death	No Effect
<u>Armored Limb**</u>	Destroys Armor	Lose Limb	No Effect	Lose Limb	Lose Limb	No Effect
<u>Armored Head**</u>	Not Allowed	Not Allowed	Not Allowed	Not Allowed	No Effect	No Effect
<u>Weapon Example (Partial List)</u>	Short Sword/ Small Axe/ Flail	Giant Sword/ Warhammer/ Glaive	Dagger/ Spear/ Sword Stabbing Tip	Dagger/ Spear/ Sword Stabbing Tip	Javelin/ Arrow	Rock
<u>Important Notes **</u>	-Armor only protects what it covers -Two limbs lost from red or blue damage equals Death -Hands and feet count as limb UNLESS holding a weapon or firmly on the ground -Red weapon damage must be swung two handed, otherwise it is blue damage -Arrows cannot be 'blocked' by weapons other than shields, and striking an arrow from the air is not permitted. Strikes to hand count as loss of limb, no matter if holding a weapon or not.					

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, Wal-Mart 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 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.

Closed Cell

Name	Where to Buy	Durability	Comments
Green Camping Foam	Meijer	Terrible	Terrible foam. Breaks down quickly, hard to work with. Never use this Foam
Pool/Fun Noodles	Many Stores during the Summer	Terrible	Quality varies. Worse than Blue Camping Foam. Breaks down incredibly fast. Don't Use it for striking surfaces.
Blue Camping Foam	Wal-Mart	Moderate	The everyman's foam. Suitable for most foamsmithing projects. Brand name "Ozark Trails"
Pipe Insulation	Hardware Stores	Moderate	Not for use for striking surfaces. Best used for Courtesy Padding.
EVA Foam (Evalite and other brands)	www.mcmaster.com	Superb	Beautiful foam. Easy to cut, bend, extremely durable. Charcoal black color.
Polyethylene Foam	Foambymail.com	Superb	Great punch shield cores.

Open Cell

Name	Where to Buy	Durability	Comments
Couch Foam	Old Couches?	Poor	Although low quality, proper building techniques can make this foam suitable for some applications
High Density Craft Foam	JoAnne Fabric	Moderate	Much More workable and durable than couch foam, but still requires advanced building techniques
Marine Foam AKA: Yoga Mat, Stadium Seats, Hunting Seats, etc.	Many Stores also www.foamforyou.com	Moderate/Superb	Growing in popularity for stabbing tips.
Charcoal Foam	Foambymail.com	Superb	Great for Javelins, Arrows and other open cell applications

Cores

Name	Where to Buy	Durability	Comments
PVC	Lowe's/ Home Depot	Moderate	Suitable for almost all weapons. Thicker PVC is suitable for longer weapons. Measured with Inner Diameter. ¼" Daggers/Short Blues, ½" Average blue,
Fiberglass Driveway Markers	Home Depot	Moderate	Must be glued and taped together for adequate strength. Solid weapon, but must be maintained. Needs advanced skills. Ask veterans for assistance.
Fiberglass Rod Post (4-6 ft.)	Tractor Supply Co. or any Fencing Supply	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	Superb	These hollow fiberglass rods come in various sizes for use in spears and other polearms (Reds).

Adhesives

Name	Where to Buy	Durability	Comments
Athletic Tape/ Grip Tape	Dick's Sporting Goods/ Other sporting supply stores	Moderate	Basic supply for adhering covers, covering pommels and handles of weapons.
Double Sided Carpet Tape	Hardware Stores	Moderate	No need for ventilation. However, it does not fare well in very hot and very cold environments.
3M 77 spray Glue	Hardware Stores	Moderate/Superb	Alternative to DAP. Good for closed cell to open cell connections, but not as good as Dap for closed cell to closed cell
Dap WeldWood	Walmart/ Home Depot other Hardware Stores	Superb	The most commonly used adhesive. Needs good ventilation and must be permitted to dry before adhering pieces. Good All-around use.

Tools

Name	Where to Buy	Comments
Utility Knife	Hardware Stores	Blades dull quickly cutting foam.
Straight-Edge	Any Store (From rulers to T-squares)	
PVC Cutter	Hardware Stores	Tool used for cutting PVC—Ratcheting versions are very nice and make clean cuts.

Cover Options

Name	Where to Buy	Comments
Panty Hose/ Woman's Dress Stockings	Walmart/Meijer Woman's sections	Quick and Easy cover for weapons, needs taped down
Fabric	Fabric locations	Needs to be sewn into appropriate shape.

Eryndor Quiz

MOA Questions

- A stabbing tip may not pass more than .5" through how big of a hole?

- a) 1" b) 2" c) 2.5" d) 3"

-A non-stabbing tip may not pass more than .5" 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 weight of blue weapons?

- a) 8 oz b) 12 oz c) 16 oz d) 20 oz

- What is the minimum weight of red weapons?

- a) 12 oz b) 18 oz c) 22 oz d) 24 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 an arrow hits 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

- 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

-What is the maximum weight of rocks and javelins?

- a) 1 lb b) 1.5 lb c) 2 lb d) 2.5 lb

-What is the maximum length of a javelin?

- a) 4 ft b) 5 ft c) 6 ft d) 7 ft

-What happens when you are hit in a hand holding a sword with a swung weapon?

- a) lose the arm b) lose the hand c) nothing d) death

-What happens when you are hit in a hand holding a sword by an arrow?

- a) lose the arm b) lose the hand c) nothing d) death

Lore Questions

-Which Senegal's Finest Captain was killed by the Dragon in the sea battle at Daeris' boat?

- a) Avius b) Evias c) Red Jack d) Crunch

-Who are the sons of Syrys?

- a) Athron and Avius b) Mithris and Daeris
c) Thurston and Az d) Uro and Riadarin

-Where does the Imperial Guard call home?

- a) The Black Lake b) the Black Gate c) The Black Swamp
d) Black Entertainment Television

-Which of the following was not an artifact of Maegamarth?

- a) Hands b) Mace c) Eyes d) Crown

-Who was not a Champion of Eryndor at the battle of Belegar?

- a) Fairion b) Lugh Jayne c) Athron d) Fenris

-Which of the following species exist on the continent?

- a) Dragons b) Ents c) Orcs d) Merfolk

-Who laid waste to Manadh?

- a) Asashi b) Toland c) Tom Atoe d) Raak

-Who is the King of New Belegaria?

- a) Finn Tehviking b) Eindridi c) Nadaratch
Nutchwulf d) Lugh Jayne

-The Scholars of the Sundered Tower are known for their?

- a) Academic Studies b) Mercenary Skill c) Siege
Weaponry d) Sailing

-Shadow's Edge resides in what city?

- a) Duindor b) Hithdor c) Hithka d) Fawnhome

-Before the Battle of Hithdor, what was the name of the Isle the Elves lived on?

- a) Edhelium b) Dugar c) Naugbar d) Summerset Isles

-Who was not a paladin?

- a) Avius b) Uro c) Pontius Glaw d) Cross

-What was the name of the alliance between the Crusades and Hithdor?

- a) The Eredhel Alliance b) Alliance Ville c) The Rebel Alliance
d) The Last Alliance

-What was the final battle for the Crusades?

- a) the Siege of Batta b) the Battle of Belegar c) the Battle of Hithdor
d) The Defense of the Gaia Trees

-Who is the Greatest Hero of the Orc Wars?

- a) Avius b) Red Jack c) Major Toland d) Noroko

-Which is NOT a type of magic?

- a) Jade b) Blood c) Thunder d) Light

Who is NOT a founder of the Crusade?

- a) Mithris b) Athron c) Pheadrus d) Daeris

-Who is NOT a founding father of the Imperial Guard?

- a) Asashi b) Pheadrus c) Fayte d) Orzhov

-Which of the following is NOT a fortress on the Continent?

- a) The Black Castle b) Rockhall c) Desert's End d) The Caboosus

-Who planted the new life tree in Belegar?

- a) Fairion b) Guybrush c) Garwin d) Meinsel

-What Crashed into the continent forcing it to partially sink? a) the Dark Star b) the Dark Planet c) the Dark Moon
d) The Dark Sun

-What was Maegamarth's Final form during the Battle of Hithdor? a) an undead Sphinx b) an Echidna
c) an Orc d) an undead Dragon

-Which character sacrificed their life to bring about the end of Maegamarth and save the continent? a) Corvus
b) Kalika c) Cross d) Koru

-Name the Active Units of Eryndor.

Dagorhir Links

There is a wide variety of Internet resources on 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

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 - A real, detailed tunic/dress pattern for ladies
www.larp.com/legioxx/caligae.html -How to make 'authentic' Roman sandals
www.nativetech.org/clothing/moccasin/mocinstr.html - Simple Moccasins
www.bythewordinc.com - A wide smattering of medieval and fantasy gear for sale
www.museumreplicas.com - Lots of great (but pricey) garb made 'for the movies'
www.simplicity.com - Sewing pattern company with a searchable online database for patterns, tips and tricks for sewing, etc.

Armor and Armor Supplies

www.theringlord.com - The place to buy chainmaille rings and wire.
www.maillartisans.org - great source for chain weaves, patterns, tips and tricks
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 - Great place to purchase cheap raw leather and some leather crafting materials. Supply comes and goes (wholesaler)
www.tandy-leather.com - The place where almost all of your leather needs are met, prices can be a little higher when not on sale

Foamsmithing Materials

www.mcmaster.com - The best foams...the cost IS worth it. Search for EVAlite. Fiberglass rods can also be purchased here.
www.bandshoppe.com - 8 ft. hollow fiberglass band poles make GREAT spears.
www.forgedfoam.com - on-line retailer of Dagorhir-legal weapons. Some of their equipment is fantastic, some is questionable. Be sure to check with more experienced Eryndorrim before purchasing.
www.foambymail.com - Great foams for open cell and punch shield cores. Very reasonable prices and cheap shipping.

Foamsmithing Tutorials

<http://eryndor.com/gear.php> - The Eryndor website for Weapons construction. Yup, our site is, in fact, pretty darn good.
<http://www.angelfire.com/realn2/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 more experienced Eryndorrim before you dive into any of these tutorials to make sure you don't have to tweak the directions.



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Character Progression Sheet

(to be added at a later date, The current known copy currently resides in Pheadrus' 2004 copy of the Essentials Packet)