

HOLMGANG, CONTINUED

prior to the now Bondi seeking approval from the company Althing into the ranks of a Jarl. This second must also be defeated by the petitioner before he can be considered for full membership.

WHERE THE GRENDELS ARE

The Grendel Company currently has chapters or individual members in the following areas:

The Duchy of Tal Dagore-
Western Gate
The Knoblands
Avalon
Stonewood Dale
Whispering Winds
The Barony of Shadow's Home
The Barony of River's End
The Shire of Five Oaks

MISCELLANEOUS

- Any member may attend a company meeting.
- Company Allthings are only for Jarls/Valkyries and petitioning Bondis.
- One may only Holmgang once a week.
- No Grendel Roll Calls without certified permits
- Anyone is welcome to participate in a Grendel Game
- When a Bondi defeats a Jarl, he becomes of that Jarl's lineage.
- The three main lines of lineage are that of Will O'Wisp, Liam Mc'Oi, and Konrad of the Bull Clan
- The Viking King, is called the Kanunger, and serves as the Capitan of the Company
- The Raven serves as the Lieutenant for the Company.
- To become a Thrall, declare yourself one to any Jarl or Valkyrie
- A Grendel is a Grendel is a Grendel
- Our company web page is www.geocities.com/grendelcompany

SO YOU WANT TO BE A GRENDEL...

grendel fighting company

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COMPANY CHARTER

Welcome to the Grendel Fighting Company. We are a fighting company based on the Viking Era in the Amtgard LARP society, and we are dedicated to living the dream! Above all, our objective is to have fun with both our company and those outside of the company in every aspect of Amtgard.

The Company is an "open" company in that anyone is welcome to join.

There are three levels of membership in the company. Those who seek to join us by petition are called "Thralls". This is the most basic level of membership. Thralls are welcome to camp with us, share in our fun and add to the esprit de corps that is so much a part of our group. Thralls do not wear company colors (black and gold) and are restricted from use of company equipment (tents, weapons, armor, etc.) but are very much a part of our family.

The second level of Grendel is the Bondi. Bondi are players who have advanced past the level of Thrall by right of their own prowess in combat. A challenge within the Holmgang must be won for this privilege to be bestowed. Bondi's are the "initiate" level of the group. They are allowed to wear our colors but not our symbol (the Raven). They camp, fight, and play with us. They are the drive of Grendel.

The last level is the Jarl. Jarls

are full members of the "fighting" aspect of the fighting company. Jarls are Bondi's who have won the acceptance of all other Jarl level members. Usually a vote is give to a Bondi on contingency of the player completing some Geas or Quest.

The idea is to provide fun and friendship above all. There is no "pecking" order within the company, all Grendel are Grendel, regardless of level.

Come Viking with us!

HOLMGANG

For the purposes of the company, the Holmgang not only resolves disputes but also creates Bondi and Ravens. It is the central all-important aspect of the company. Might makes right. The terms of the Holmgang are these:

- 1) Two combatants enter a 9 foot square area called a Holm. The Holm is to be clearly marked with rope or other markings so that the combatants clearly understand the borders of the Holm.
- 2) The two may choose a second to join them for the duel in specific circumstances (see below).
- 3) The duel is without the use of any class or class abilities. It is strictly to be a normal tournament duel.
- 4) There shall be NO reeve or otherwise judge to witness the event. The fight is purely on the honor of the fighters.
- 5) Should one of the combatants exit for whatever reason the

boundaries of the Holm, they have lost and the remaining fighter is declared the winner. Whatever the issue of the Holmgang was, the victors viewpoint shall be considered the "correct" view for the entire company regardless of personal feelings to the contrary by individual players. This view shall stand without contest with the only exception being by the challenging of the second if applicable.

Seconds: In the event of an honor duel holmgang where a dispute is to be settled, or in the event of a Thrall exercising his right to choose an opponent Jarl, a second is to be chosen by the Jarl participant(s). The second is to serve as an extension of the honor of the participating Jarl(s). The second may not enter into the Holm during the actual combat at any time.

If the holmgang is a result of a dispute settlement, the defeated Jarl's second may challenge the victorious Jarl to uphold his mans honor. The challenged Jarl may either accept himself and continue the fight or must allow his chosen second to fight on his behalf against the challenging second. If the holmgang is a petitioning duel and the petitioner has selected the Jarl he will fight, the Jarl will select a second who also must be a Jarl. If the Jarl involved in the petition duel is defeated, the chosen second will fight the petitioner again