

Laws of Pahmoten

Pahmoten Dagorhir Mission Statement

The Fellowship of Pahmoten will improve the game of Dagorhir by adding to her ranks fighters and non-combatants who possess honor and quality of character.

0. Rule Number Zero

Members of the Fellowship will abide by these values:

1. Safety: All tasks and actions will be approached in the safest means possible.
2. Respect: Members will be respectful of others and their Dagorhir experience.
3. Honesty: Members will be honest and courteous toward all persons.
4. Honor: Any actions or statements intended to injure or violate a person are forbidden.
5. Responsibility: All members are responsible for their own actions and for enhancing the experience of all others.

I. Membership Requirements

A member of the Fellowship may be a chapter, a unit, or a single Dagorhirrim. Individuals may either be adopted by a Pahmoten chapter or by the Fellowship itself, calling themselves a "Loyal of Pahmoten." Active loyals are considered active members in regards to voting rights and trials as referenced in the Laws.

Requirements for active status for members and units are as follows:

1. Keep in touch frequently with their sponsoring chapter or Fellowship members.
2. Follow Pahmoten laws alongside their own chapter's laws, and honor all alliances and wars.
3. Act in accordance with the values and virtues of Pahmoten.

A chapter of the Fellowship must meet all of the following:

1. A chapter coat of arms/symbol containing one of the features listed below:
 - a. the colors yellow, red, spring, dark green, or black
 - b. a sun
 - c. three horizontal fields
 - d. tassels
2. Chapter rules which must at least outline requirements for active member status.
3. Have at least five (5) active members.
4. Be a recognized Dagorhir chapter.

The Laws of Pahmoten are intended to be used only when the Fellowship's activities do not fall within the responsibility of a particular unit or chapter. Events are the primary example of this situation.

II. Administration

Camp Master

The Camp Master is elected annually and has the following responsibilities:

- Act as Master of Ceremonies for awarding advancement and honors.
- Withhold their vote unless it is to break a tie.
- Organize two council meetings each year. Once during Ragnarok and once during the month of January.
- Plan and ensure the proper conduct of all essential camp duties at Ragnarok.

The Camp Master may appoint willing individuals to assist with camp planning and is empowered to create a schedule of camp duties for Pahmoten camp at Ragnarok.

Nominations for Camp Master may be submitted during the January council meeting.

Election of the Camp Master occurs via the agreed upon social media within one week following the January council meeting.

The Camp Master is responsible for the good order and planning of the meetings and ensuring the completion of the following tasks:

- Coordinating the best dates and times for council meetings with the other members.
- Creation of an agenda for council meetings to be distributed to all members on or before each meeting.
- Tallying votes in an honest and impartial manner.
- Taking notes for all council meetings.

The Camp Master may select willing individuals to act as the Chair of the meeting or as a Scribe.

Amending the Laws of Pahmoten

The Laws of Pahmoten can only be amended during a Council meeting.

Any active member of the Fellowship may propose an amendment to the Laws of Pahmoten.

Amendments to the Laws of Pahmoten pass if they receive a 2/3 majority of the votes.

Violations of the Laws of Pahmoten

Any active member of the Fellowship may issue warnings to members who are either in violation of or in danger of violating the Laws of Pahmoten. These warning may be either written or verbal, but must include the manner of infraction, the appropriate alternate action, and any other conditions or information necessary.

The Camp Master may suspend the privileges of a member of the Fellowship who has been given more than two warnings in the same calendar year.

A Special Council, consisting of one representative from each unit for every five members in that unit, rounded to the nearest five, will meet to discuss any member who has been suspended to decide, by simple majority vote, the following:

1. If the member is in violation of the Laws of Pahmoten
2. Whether the member needs penalization
3. Duration, extent, and/ or method of penalty
4. Conditions imposed on member for return to full member in good standing

The Special Council will make all necessary information concerning the suspended member available to the Fellowship.

Any member who is directly involved in the matter being decided by the Special Council may not participate as a representative of their unit.

Any member may call the Special Council into question and petition to overturn any part of their decision.

A successful petition requires signatures from a minimum of 2/3 of active members of the Fellowship of Pahmoten.

Role-play and Characterization

Role-play

A member's character may not adhere to all of Pahmoten's values in their outlook and attitude, and exceptions to Rule Zero will certainly arise in role-play. Members are expected to show good judgment in recognizing the difference between real world interpersonal interaction and role-play, and demonstrate Pahmoten values when not in character

I. Awards

Requirements

Pahmoten members trying for an award must be an active member at the time of their trial.

New awards require council approval and may be presented at council by the author.

Order of the Griffin

Named for the griffin in Pahmoten heraldry, which typically symbolizes bravery.

First Order: defeat the best chapter fighter in combat, and defeat the two (2) best chapter fighters in combat.

Second Order: be of First Order and defeat the best three (3) chapter fighters in combat.

A chapter's best fighters will be determined as seen fit by the active chapter members

Each order may be attempted once per weeks in number of the order (once every week for First Order, once every two weeks for Second Order, and so).

Order denoted by light brown bar on chapter belt sash.

Sun's Fire

Named for the sun on the K'lar coat of arms, which stands for the strength of determination of its members.

First Circle: maintain better than 50% victories in single combat jogging between two (2) stations, 20 paces apart, for 10 consecutive minutes.

Second Circle: be of First Circle and maintain better than 50% victories in single combat jogging between two (2) stations, 20 paces apart, for 20 consecutive minutes.

Consecutive minutes for Sun's Fire are defined in 5 minute intervals with a minute period in between to hydrate and rest. Should 5 minutes be called in the middle of a fight, the fight will continue through its end, with the extra time spent counting toward the total amount of time required.

Combat stations are manned by Fellowship members, with fill-ins allowed as approved by Fellowship members present.

Each Circle may be attempted once per weeks in number of the order.

Circle denoted by nonmetallic gold bar on chapter belt sash.

Champion of Pahmoten

Title awarded to the victor in a round-robin competition. Tournament to be held at Ragnarok.

Denoted by the Sauturan Braid, named in memory of Kalronn Sauturus, second Champion of Pahmoten.

Composed of black braided linen with four sections of semi-Trizantine weave bearing gold, light green, and red adonized titanium links. Braid is encouraged to be worn both in battle and at feast.

Made to represent the gold of the sun, in the heavens that we revere; the red of the blood we shed fighting for Pahmoten, her peoples, and her standards; the light green as the trust of heraldry that we put in our brothers and sisters at arms. The sections are disjoint, showing that when we are broken, the darkness of evil will prevail.

II. Foreign Relations

Alliances

Alliances are defined as the relationship between the Fellowship and another chapter or unit of Dagorhir. Both parties are expected to take up arms in support of one-another and to give hospitality for each others' membership. Should Pahmoten be called to fight by two opposing alliances, we shall side with that with which we have had the longest alliance.

Declarations of War

War may be declared on those who have attacked, shown dishonor, or claimed property that belongs rightfully to Pahmoten, in a role-play context only. War can be proposed by any member, but it must pass a vote in the council before it is declared. Again, it is important that role-play conflict remain in the realm of fantasy and harming others is still strictly forbidden.