

Port of Krakjavík
A Barony within the Empire of Medieval Pursuits

Location: the Port shall be centered on Vancleave, MS 39565, and borders shall extend 50 miles, in all directions from this center

Heraldry: Sable, a kraken rising argent



Purpose: We are a port of travelers and merchants from many lands consisting of warriors and artisans set in the 9th century along the south western coast of Denmark, on the North Sea. Our goal is to provide a safe haven for learning, and fun, focusing primarily on the everyday lives of Danes and visitors to the port, and escaping the burdens of real life for a time.

The motivation of The Port of Krakjavík is to encourage new members, promote historical research, and provide a community that is welcoming, inspiring, and allows for all involved to express their passion for early medieval history

There shall be no discussion, in any Port public area, whether physical or virtual, of politics beyond the year of 1750 c.e.

Membership:

Membership in the Barony is not based on geographical area. Members must be paid members in good standing with the EMP and the Barony. The Port of Krakjavík does not discriminate based on any Title VII protections, all are welcome in Krakjavík.

Membership, including titled members, to The Port of Krakjavík may be revoked for the following reasons:

1 – Inactivity: It is expected that Jarls and other titled members participate within the Barony. While we understand life happens, consistent non-attendance of events, meetings, and gatherings AND failure to communicate within a reasonable period of time may result in being asked to step down from position up to expulsion from the Barony (see Tribunals and Judgments below).

2 - Tribunals and Judgments: If any pursue harmful intentions against the branch or another citizen, the branch has the right to remove that member from The Port of Krakjavík. If a citizen feels that another citizen has acted with injurious intent, that citizen should bring the concern to

the attention of the Næmd. The Næmd will decide if the infraction is serious enough to warrant banishment. Members may only be banned from the branch by decree of the Jarl(s). If the accused person is the Jarl(s), the Skjaldborg and Næmd shall vote and may remove the Jarl according the replacement rules in this charter. Any infraction of civil law shall be forwarded to civil authorities.

Leadership: The Port shall be governed by a Jarl who may choose to name a co-Jarl. Jarl and co-Jarl are considered one Jarl and are equal. The Jarl shall rule as any medieval feudal lord would rule.

The Jarl may create such rules and offices as are necessary for the function of the Port. The Jarl shall have executive and judicial authority in regards to all Port activities within the limits of the bylaws and charter and is responsible for maintaining group status within the EMP and for ensuring that required events and scheduled activities occur.

Replacement of the Jarl: Challenges to the Jarl(s) must be done publicly at the annual held by The Port of Krakjavík. Determination of Jarlship shall be by challenge of ordeal. Both Jarl and challenger must agree to the terms of the ordeal. If no agreement can be made between the Jarl and the challenger, the populace of the Port of Krakjavík will propose and vote on the ordeal to be endured. A simple majority vote of the citizens of the Port shall determine the ordeal. Should either Jarl or challenger not agree with the ordeal selected by the populace of the Port, that person must forfeit. The Jarl is not required to be replaced at anytime, if no challenger presents themselves properly as noted above, the current Jarl may remain until such a challenger presents themselves and defeats the Jarl as outlined in this charter.

Only members in good standing with the The Port of Krakjavík may vote in any populace polling. A citizen in good standing is defined as one with paid membership, who participates in the activities of the Port.

Only members in excellent standing may challenge or hold Jarlship in The Port of Krakjavík. A member in excellent standing defined as one with paid membership, who participates in the activities of and lives within the borders of the branch

Should the current Jarl choose to step down for any reason, he/she shall host a Tournament of Challengers. The rules and confines of the Tournament shall be defined by the Jarl.

The deposed Jarl will serve as Skjaldborg for the citizens of the Port of Krakjavík, to ensure their protection under the rule of the Jarl. Should populace complaints reach a level which brings concern to the Skjaldborg, he/she may bring a vote of no confidence against the sitting Jarl. 2/3 majority of those in attendance at the time of the polling will be required to remove a sitting Jarl.

Næmd

Those holding titles of nobility with The Port of Krakjavík shall be entitled to serve on the Næmd to advise the Jarl(s) on decisions concerning the Port. The Næmd shall be led by the

Skjaldborg. No decision, other than those outlined in this charter, by the Næmd shall be considered binding.

Baronial Offices

1. Skjoldborg:
 - a. The deposed Jarl will serve as Skjaldborg for the citizens of the Port of Krakjavík, to ensure their protection under the rule of the Jarl. Should populace complaints reach a level which brings concern to the Skjaldborg, he/she may bring a vote of no confidence against the sitting Jarl. 2/3 majority of those members in good standing with the Barony of the Port of Krakjavík in attendance at the time of the polling will be required to remove a sitting Jarl.
2. Kappi:
 - a. The Kappi is the leader of The Port of Krakjavík's military forces. Kappi is chosen by the Jarl with advice given by the fighters of the Port.
3. Bónði:
 - a. The Bónði is the chief artisan of The Port of Krakjavík. The Bónði leads and organizes the study and practice of the arts & sciences within the Port, and is chosen by the Jarl with advice given by the artisans of the Port.

Baronial Orders and Titles:

1. Order of the Qldungr:
 - a. The title of Qldungr (Ul-dunk) is awarded within the Barony (and may or may not be recognized by other settlements within the kingdom) to those who have shown dedication, and honor by serving in the mundane military service of the United States of America. The Order of the Qldungr is an honorary order, and does not carry any duties, responsibilities, or official status. An Qldungr must be a member in good standing for a period not less than one (1) year. Admittance to the Order of the Qldungr is at the discretion of the Jarl(s).
2. Order of the Berserkr:
 - a. The title of Berserkr (ber zerk) is awarded within the Barony (and may or may not be recognized by other settlements within the kingdom) to those who have shown fierceness, and prowess in battle. The Order of the Berserkr is low-ranking nobility of The Port of Krakjavík. Those warriors granted admittance into the Order of the Berserkr shall be considered council to the Kappi, and the Jarl(s). A Berserkr must be a member in good standing for a period not less than one (1) year. Admittance to the Order of the Berserkr is at the discretion of the Jarl(s).
 - b. Berserkrs must make an attempt to attend pings, Alpings, practices, and events held by the barony and make alliances with other branches of the EMP.
 - c. Berserkrs may hold fighter practice with the consent of the Kappi and Jarl(s)
 - d. The symbol of the Order of Berserkr is a grey fur
3. Order of the Smiðr:
 - a. The title of Smiðr (smith) is awarded within the Barony (and may or may not be recognized by other settlements within the kingdom) to those who have

shown excellence in the arts & sciences of the 9th century. The Order of the Smiðr is a low-ranking nobility of The Port of Krakjavík. Those artisans granted admittance into the Order of the Smiðr shall be considered council the Jarl(s). A Smiðr must be a member in good standing for a period not less than one (1) year. Admittance to the Order of the Smiðr is at the discretion of the Jarl(s).

- b. Smiðrs must make an attempt to attend þings, Alpings, practices, and events held by the barony and make alliances with other branches of the EMP.
 - c. Smiðrs may hold classes with the consent of the Bóndi and the Jarl(s).
 - d. The symbol of the Order of Smiðr is a silver cross peen hammer
4. Order of the Duga:
- a. The title of Duga (doogah) is awarded within the Barony (and may or may not be recognized by other settlements within the kingdom) to those who have shown excellence in service to the Port. The Order of the Duga is a low-ranking nobility of The Port of Krakjavík. Those journeymen granted admittance into the Order of the Duga shall be considered council the Jarl(s). A Duga must be a member in good standing for a period not less than one (1) year. Admittance to the Order of the Smiðr is at the discretion of the Jarl(s).
 - b. Duga must make an attempt to attend þings, Alpings, practices, and events held by the barony and make alliances with other branches of the EMP.
 - c. Duga may hold classes with the consent of the Jarl(s).
 - d. The symbol of the Order of the Duga is a silver oak tree

Groups:

Groups for various Arts & Sciences may be formed among the citizens at any time. The Port of Krakjavík is a market and we wish our artisans to show their wares, buy, sell, and trade.

Three Simple Rules of The Baronial Port of Krakjavík:

1. Don't be a dick.
2. Don't steal from anyone.
3. If in doubt, refer to Rule 1.

There shall be no discussion, in any Port public area, whether physical or virtual, of politics beyond the year of 1750 c.e.

Current Officials:

Jarls: Uurad the Pict and Asa Leifsdottir

Skjoldborg: Gunnulf Hvitaskeggr

Kappi: Syr Maerwynn

Port of Krakjavik website: krakjavik.org

