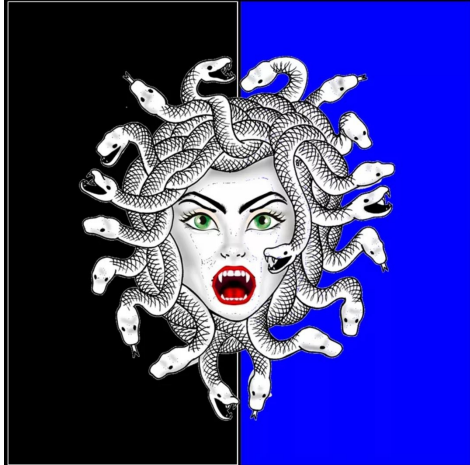


## Charter of the Ludus Gorgós

Heraldry: Per pale sable and azure Gorgons's head within an annulet argent.



Sacramentum: I solemnly swear to always act with honor, integrity and respect both in character and interactions with others. To always remember that my actions represent the Ludus and vow my allegiance and service to the same.

Location: Located in ancient Neapolis, a bustling sea port and centre of trade in the region of Campania in Southern Italy. It is one of the first Greek cities founded in Italy. Under the Roman Republic, the city became a major cultural center abounding in every kind of delight both by Sea and land. Its Gladiators often fought in nearby Capua, Syracuse and Pozzuoli Amphitheaters.

Mundane Location: The center hub of the Ludus is based in Lewisburg, Pennsylvania, expanding and reaching out in all directions. Although membership is not solely based on a person's physical location.

Purpose: Our purpose is to foster an environment of fun, creativity and learning the ways of armored combat and to cultivate the arts and science. All are welcomed and encouraged in hopes of creating a completely immersive atmosphere of the past as possible.

### Membership Rights and Obligations

- Membership is defined as one who has a current, paid membership, in good standing in the EMP and is not necessarily based on geographical area.
- All new members will be announced officially to the group.
- It is every member's duty to renew and maintain paid membership in the EMP.
- All members must sign a waiver holding the EMP, Ludus Gorgós and all its members harmless

from injury or loss of property due to spectating or participating with or in the EMP or Ludus Gorgós.

- Every member will at all times remember that they represent both the EMP and Ludus Gorgós and will strive to always act with honor, integrity and respect, remembering to be excellent to all.
- A paid member of EMP and accepted member of the Ludus is obliged to enter a vote on any official Ludus business that is brought to the Populace by the Familia Gladiatoria.
- Members are expected and encouraged to pass knowledge and experience onto those looking to gain understanding and skills.
- Members will participate in Ludus Populace meetings either electronically or physically and will respond to voting and communications by the Familia Gladiatoria in a timely manner.
- Members are expected to have fun and to thoroughly enjoy themselves.
- Talks on politics, drama or whining will not be tolerated. Those who break this rule will be petrified.
- All participants and spectators will follow all the EMP's laws and regulations.

#### Personas

-Ludus Gorgós is based loosely on a Roman Gladiatorium in a Greek Port city of trade, as such it's of common sight to see cultures of all kinds including Artisans, Warriors, Dignitaries, Tradesmen and Travelers from many different lands across the world allowing for a creative license in the creation of Personas, weapons, battles and events. This enables warriors of every walk of life to come together and fight with the Ludus. So whether you're a prisoner of War, a condemned criminal or a slave sent to the Ludus to fight in the games, or you fight as an Auctorati-a free man or woman who hires themselves out as a Gladiator or Gladiatrix, your story is your own, your Personas life is only as limited as your creativity and imagination.

We allow all Personas but do ask that you comprise a scenario as to why you're fighting in the Gladiatorium.

- All are welcome to train, fight, spectate and participate in various arts, not just combat.

#### Leadership and Succession

- Familia Gladiatoria
- The High Council
- Consists of the Following:
  - Lanista-Founder of Ludus
  - Dominus/Domina-Lord/Lady
  - Head Doctore-Head Trainer
  - Head Medicus-Head Medical Officer
  - Head Praetor-Law Keeper
  - Head Quaestors-Keeper of Coin and Finance
  - Head Praecō-Herald
- More Council Members can be added or adjusted as the need arises.

-The members of the Familia Gladiatoria may at their discretion, remove any leadership position or title (with the exception being Lanista) if the member in question can no longer fulfill their duties or shows blatant disregard to the Sacramentum that they swore to uphold. The vacant position will revert back to the previous person who held said position until which time a replacement can be secured through popular vote or tournament of combat.

-Any infraction of Civil law will be reported to Civil authorities.

-All terms of the Familia Gladiatoria will last for two years (with the exceptions being listed above). All titles (save for that of Lanista) are only held during rule of office and will be relinquished at the end of the term of service.

-All members of the Familia Gladiatoria are honored servants of the Ludus and as such, they will work with the Dominus/Domina, heads of various Kingdom Guilds, Ludus members in creating practices, projects, events, fundraising, member recruiting, classes, displays, demos, hearing grievances, settling disputes and delegating duties as needed. They will also give verbal or written reports of respective areas in monthly Council meetings that will be held in physical or electronic form.

-Anyone who has been a Ludus member for at least one year will be eligible to become a member of the Familia Gladiatoria. The role of Dominus/Domina will be decided either by popular vote or by tournament of combat arms. The tournament of combat can be fought by a champion, however, chosen champion may not fight in successive tournaments of succession. The current Dominus/Domina will choose which of these options will determine their successor.

-All other members of the Familia Gladiatoria will be decided on by popular vote.

-The Dominus/Domina can choose to rule alone or name a consort to co-rule with.

-If confidence is lost in a Dominus/Domina and

they have ruled no less than six months, then

a challenge can be issued and the matter brought before the Familia Gladiatoria for consideration. If the challenge holds merit, (determined by no less than 75% of the vote) the Familia Gladiatoria will decide how to move forward with a successor. The previous Dominus/Domina will assume rule until the successor has been determined. Or the Familia Gladiatoria can decide to request the previous Rulers to assume the rest of the current Dominus/Domina term.

The Familia Gladiatoria Defined

-Lanista

-Founder of Ludus Gorgós. This title is held in perpetuity. As such, Lanista will remain on the Familia Gladiatoria and retain a vote. In matters decided upon by the Familia Gladiatoria. The Lanista's role is to encourage, advise, inspire and help out in any areas needed.

-Dominus/Domina

-Lord/Lady of the Ludus. The Dominus/Domina will represent the Ludus in the Hall of Lords and will perform all obligations and customs in the EMP.

-They will oversee matters of the Ludus along with the other members of the Familia

## Gladiatoria.

- They are expected to encourage and recruit new members.
  - They will assist, protect, represent and defend the Ludus.
  - They will host monthly Council meetings either electronically or physically.
- Head Doctore
- The head Doctore oversees combat readiness and training as well as overseeing all other Doctore's within the Ludus. Only the Head Doctore will hold a position in the Familia Gladiatoria.
  - The Doctore will organize and delegate practices, tournaments, wars and challenges as well as marshal disputes as directed by the Familia Gladiatoria.
  - The Doctore is elected by popular vote and must possess first hand knowledge of armored combat.
- Head Doctore can add additional or specialized Doctore as needed but they must also possess first hand knowledge of combat arms.
- Head Medicus
- A person who will be in charge of compiling a master list of items for the first aid kits as well as maintaining a basic first aid kit to be present at all practices and events.
  - BE ADVISED-the Medicus is NOT a medical doctor and will not be held liable for any injury or first aid rendered. But is someone possessing BASIC first aid skills in case of emergency.
  - Only the Head Medicus will hold a position in the Familia Gladiatoria.
  - A Medicus is elected by popular vote and must possess basic first aid knowledge. Head Praetor
- Is the law keeper, enforcer and administrator of justice.
- They will record meeting minutes and events in the Ludus history.
  - They are the bringer of order and will relay information and decisions made by the Familia Gladiatoria, to the Ludus members.
- There must be at least but not limited to two Praetors and they are determined by Popular vote.
- Only the Head Praetors will hold a position in the Familia Gladiatoria.
  - They must maintain knowledge and understanding as well as remain current on all EMP and Ludus rules.
- Head Quaestor
- Is the keeper of coins and finances. They will be responsible for recording and managing all coin, including but not limited to fundraising, membership, event admissions or dues.
  - There MUST be two head Quaestors and they shall not abide under the same roof. More Quaestors can be added to help as needed.
  - Only the two head Quaestors will hold a position in the Familia Gladiatoria. They are elected by popular vote and must possess a knowledge of basic bookkeeping and accounting.
- Head Praecō
- The Ludus Herald will be responsible for organizing the displays and Ludus standards.

- They will assist in all forms of Heraldic displays for the Ludus.
- They will be the Ludus "crier" in announcements, declarations of Ludus fighters at events as well as creatively seeing that morale is lifted and inspiration given.
- There can be as many Praecōnes as needed but only the Head Praecō will hold a position in the Familia Gladiatoria.
- Head Praecō is elected by popular vote and must be willing to do what it takes to create inspiration and glorious spectacle.
- Head Praecō can choose to add any additional Praecōnes as needed.
- Only the Lanista, Dominus/Domina, Head Doctore, Head Medicus, two Head Praetors, two Head Quaestors and Head Praecō will hold a position in the Familia Gladiatoria.

#### Charter Amendments

- The charter wording can be amended but the amendment cannot change the intent of the original charter.
- The charter can be amended by adding to it in order to accommodate growth in the Ludus.
- Any current member can propose an amendment within the above specifications but it must pass by a vote of no less than 75% in favor of such by the Familia Gladiatoria.

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