

IG Tasks & Masters



Bolvar & Fenris Kelevra

For the distribution and validation of the task systems
and their titles within the Imperial Guard of Eryndor

**Imperial Guard
Eryndor Chapter**

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Task Masters

Grand Masters

May validate and alter any task to fit the battle scenario. May also arbitrate discrepancies that may arise amongst the Task Masters.

- Asashi Sunfire
- Orzhov
- Fayt
- Pheadrus Sunfire
- Ryot Shadestep
- Fenris Kelevra
- Bolvar Kelevra

Task Masters

May validate tasks for a given battle and provide training for certain task trees. The Task Masters on this list are subject to change based on availability/combat ability and will tentatively remain at 8 members

- Rhoenin Nightthorne
- Draven Bloodmoon
- Fox Nightwind
- Feng Bloodpaw
- Beorn Bloodshield
- Muirin
- Veridan Ironbear
- Ryn Warbear

Scale Master

Tracks and maintains task records and scale supply.

- Bolvar “The Butcher” Kelevra

Apprentice: Tene Nightthorne

Intent & Purpose

The Task System of the Imperial Guard is intended to foster an atmosphere of personal and professional development within Dagorhir Battle Games as well as off field. Its existence allows an individual's development to be quantified in an attempt to benchmark their ability. Our goal is to field the best fighters – those who do work and do not tire. We seek to build confidence, inspire others, and ensure the optimum health of those who take upon themselves these tasks. The Imperial Guard will more impressively exhibit the leadership traits and battle prowess that currently define the unit.

Definitions & Notes

- **Flanks** – Defined as side or rear attacks in which 5 or more kills are achieved per attempt.
- **Armored Opponent** – Defined as at least wearing a piece of torso armor.
- **Training** – Defined as fighting and learning; not just a 30 minute duel.
- **Masteries** – Defined within the Eryndor Chapter Bylaws.
- **Tournament** – Must have at least 8 participants in a 1v1 format.
- **Imperial Improvement projects** – Defined as any project that impacts the entire unit in a positive way, making the unit better.
**Tournament and Mastery accomplishments will be applied retroactively regardless of when they were completed.

Tasks

Offensive Weapon & Shield – Purple Scales

1. **Bait** – Obtain 7 kills in one battle
2. **Distraction** – Train with a TM for 30 minutes
3. **Sentinel** – Obtain 7 kills in one life
4. **Kamikaze** – Obtain 7 flanks at one day event or a single day of a campout
5. **Quick Foot** – Kill 70 opponents in one day
6. **Seeker** – Obtain a worthy target from a TM; hunt said target all day at an event or one day of a camp out
7. **Reaper** – Pass the Eryndor/IG Fighter's test
8. **Blitzkrieg** – Defeat an Imperial Dragon
9. **Rhino** – Pass the Eryndor/IG Hunters Test
10. **Juggernaut** – Win a War God Tournament

Imperial Dragon- 3 opponents: a duel wielder, a shield man and a red sword, killing the shield man is an auto win. The dragon must stay together with the shield man in the middle. Projectiles are one use only.

Defensive Weapon & Shield – Black Scales

1. **Grunt** – Prevent a shot not intended for you 25 times in one day
2. **Guardian** – Train with a TM for 30 minutes
3. **Sentinel** – Prevent a shot intended for you 25 times using a weapon in one battle
4. **Justicar** – Prevent a shot not intended for you 25 times in one battle for two battles
5. **Golem** – Own a torso piece of armor or a piece for every limb
6. **Snuffer** – Obtain a worthy target from a TM; prevent them from landing shots for a battle
7. **Castellan** – Hold a contested objective for the entire duration of a battle
8. **Line Breaker** – Partner with a TM polearm and defend them for a day. They will decide if you pass
9. **Executioner** – Partner with two fighters (max 1 Sword and Board; no archers); keep them from dying more than 5 times each through the course of a 30 minute resurrection battle.
10. **Total Defense Shogun** – Obtain a worthy comrade from a TM; keep them from dying more than 5 times through the course of a 30 minute resurrection battle. Do this with 4 different comrades 3 times each (total of 12 battles)

Limited to one task per battle of any given event unless otherwise specified

Single Blue – Blue Scales

1. **Foot Soldier** – Own at least one passing single blue weapon and be able to perform every aspect of blue weapons check
2. **Light Foot** – Train with a TM for 30 minutes
3. **Swift Arm** – Kill 10 opponents in one battle
4. **Soloist** – Fight single blue for an entire day event or one day of a campout
5. **One Armed Bandit** – Obtain 5 flanks in one battle
6. **Man Hunter** – Kill 5 polearms and 6 shield men in a single battle (must be completed within 10 lives of the first kill)
7. **Duelist** – Fight for 30 minutes against a spear, a red, and a dual wielder (1.5 hours)
8. **Weapon Master** – Kill 20 opponents in one battle (do this for three battles in one day with different types of blues)
9. **Hero** – Circle of Blades**
10. **Highlander** – Become an Eryndor/IG Single Blue Master, or win a Tournament
**Battle 10 opponents until you defeat them with their chosen combo.

Florentine – Blue Scales with Two Black Slashes Parallel with Sash

1. **Rogue** – Own two blue weapons and be able to perform every aspect of blue weapons check
2. **Ambidextrous** – Train with a TM for 30 minutes
3. **Feral** – Kill 10 opponents with the offhand in one battle
4. **Mutilator** – Fight Florentine for an entire day with a down weapon in your main hand
5. **Savage Striker** – Obtain 5 flanks in one battle
6. **Blood Thirsty** – Kill 7 polearms and 8 shield men in one battle (must be completed within 10 lives of the first kill)
7. **Lacerator** – Fight for 30 minutes against a spear, a red, and a tower shieldman (1.5 hours)
8. **Death Stalker** – Kill 30 opponents in one battle (do this for three battles in one day)
9. **Quick Blade** – Ring of Trials**
10. **Master of the Blade** – Become an Eryndor/IG Berserker or win a tournament
**Battle 10 opponents until you defeat them with their chosen combo.

Limited to one task per battle of any given event unless otherwise specified

Spear – Green Scales

1. **Tangler** – Own a spear and be able to perform every aspect of green weapons check
2. **Disabler** – Train with a TM for 30 minutes
3. **Mangler** – Partner with a shield man and obtain 25 kills in one battle
4. **Puncterer** – Complete 5 flanks in one battle
5. **Skewerer** – Kill 25 armored opponents one battle
6. **Eviscerator** – Leg 50 opponents in one battle
7. **Impaler** – Obtain 50 kills in one battle
8. **Line Breaker** – Obtain 30 kills in one life
9. **Lightning Striker** – Partner with a shield man and obtain 50 kills per battle for every battle in a day
10. **Longinus** – Become an Eryndor/IG Spear Master or win a Tournament

Green (& Optional Shield) – Green Scales with Black Slash

Parallel with Sash

1. **Pickpocket** – Own a dagger or any stabbing tipped weapon that is not a spear and be able to perform every aspect of green weapons check
 2. **Trickster** – Train with a TM for 30 minutes
 3. **Dark Man** – Obtain 15 kills in one battle
 4. **Cut Throat** – Complete 5 flanks in one battle
 5. **Evil One** – Obtain kills against 15 armored opponents in one battle
 6. **Merciless** – Arm 50 opponents in one battle
 7. **Shadow** – Obtain 40 kills in one battle
 8. **Stalker** – Obtain 20 kills in one life
 9. **Nightmare** – Partner with a shield man and obtain 30 kills per battle for every battle in a day
 10. **Blight** – Become an Eryndor/IG Dagger Master or win a Tournament
- **All Green (& Optional Shield) tasks must be done utilizing only green damage.

Limited to one task per battle of any given event unless otherwise specified

Red – Red Scales

1. **Breaker** – Own a red weapon and be able to perform every aspect of Red weapons check
2. **Smasher** – Train with a TM for 30 minutes
3. **Strong Arm** – Break 15 shields in one battle
4. **Crusher** – Kill 20 opponents in one battle
5. **Decimator** – Break 10 shields in one life
6. **Powerhouse** – Defeat an accomplished shield man in 4 strikes or less
7. **Cleaver** – Kill 10 armored opponents without breaking their shields in one battle
8. **Giant Slayer** – Kill 10 armored opponents without breaking their shield in one life
9. **Frenzied Berserker** – Circle of Rage**
10. **Disciple of Rage** – Become an Eryndor/IG Red Master or win a Tournament
**Battle 10 opponents until you defeat them with their chosen combo. (Opponents get full magic armor)

Limited to one task per battle of any given event unless otherwise specified

Archery – Yellow Scales

1. **Fletchling** – Own a bow & 3 passing arrows and be able to perform every aspect of projectile weapons check (not just archery)
2. **Ranger** – Train with a TM for 30 minutes (can be performed on the field)
3. **Quick Draw** – Obtain 10 archery kills in 10 minutes
4. **Sharpshooter** – Obtain 5 arm, 5 leg, 5 torso, and 5 headshots with a bow; called from a designated spotter as assigned by a TM
5. **Sniper** – Shoot 4 apples in ten shots off of TM's head at 20'
6. **True Shot** – Obtain 50 kills in one battle
7. **Hitman** – Complete 150 called kills on order while following a TM for one day
8. **Striker** – Obtain 100 kills in one battle
9. **Deadeye** – Complete a 60' called headshot
10. **Viper** – Become an Eryndor/IG Archery Master or win a Tournament

Javelins – Yellow Scales with Black Slash Parallel with Sash

1. **Flinger** – Own a javelin and be able to perform every aspect of projectile weapons check (not just javelins)
2. **Ranger** – Train with a TM for 30 minutes (can be performed on the field)
3. **Snatcher** – Obtain 5 javelin kills in 5 minutes
4. **Sharpshooter** – Obtain 5 arm, 5 leg, 5 torso, and 5 headshots with a javelin; called from a designated spotter as assigned by a TM
5. **Sniper** – Hit 3 of 5 apples with a javelin off of a TM's head at 15'
6. **True Shot** – Obtain 25 kills with a javelin in one battle
7. **Hitman** – Complete 75 called kills on order while following a TM for one day
8. **Striker** – Obtain 50 kills in one battle with a javelin
9. **Deadeye** – Complete a 30' kill shot with a javelin
10. **Viper** – Become an Eryndor/IG Javelin Master or win a Tournament

**Projectile tournaments can be outside of the 1v1 combat restriction. These can include accuracy, distance, or speed shooting, but these must be performed with at least 8 participants, as well. Javelin tournaments can also include Javy dodgeball tournaments where at least 6 teams are participating.

Limited to one task per battle of any given event unless otherwise specified

Healing – Silver Scales with Red Cross

1. **Healer** – Write and memorize a healing poem
2. **Neophyte** – Train with a TM for combat healing guidelines
3. **Medic** – Heal 20 people in one life
4. **Scion** – Heal every fighting member of the Imperial Guard in one day of fighting (minimum of 10 IG must be present on the field that day)
5. **Shaman** – Heal 45 people over the course of one battle
6. **Epistolary** – Heal 60 people who are on the front line of combat in one day
7. **Apothecary** – Follow around a designated TM and heal any damage they take for one battle (resurrection battle)
8. **Cleric** – Heal 100 people during the course of one battle; 50 of which must be done in one life
9. **Shadow Seer** – Follow around a designated TM and heal any damage they take for an entire day
10. **Harvester/Savior of Souls** – Heal every active fighting member of the Imperial Guard over the course of a season (in-realm events only)

**Front line is define as shield wall and first row of poles.

**All healing tasks must be done with a memorized poem.

Unit & Chapter Participation – Silver Scales

1. **Member** – Join the Imperial Guard
2. **Historian** – Have a background story submitted to the website
3. **Company Man** – Join a guild within the Imperial Guard
4. **Impresser** – Enter a non-combat related competition
5. **Courtesan** – Have a fancy set of garb
6. **Leader** – Run an element of an Imperial Guard event
7. **Entertainer** – Win a non-combat related competition
8. **Foreman** – Coordinate an Imperial Improvement Project (approved by Asashi)
9. **P.O.C.** – Be the coordinator of an Imperial Guard event
10. **Councilman** – Run for a position on the Eryndor Executive Board and get elected

**Unit/Chapter Participation tasks can be done out of order and apply retroactively.

Off Field – Pink Scales

- Do things and report others to the Scale Master.

**Note: 5 Pink tallies equate to one scale.

Limited to one task per battle of any given event unless otherwise specified

Imperial Ludus – Bronze Scales with Black Δ

1. **Bag of Sand** – Obtain a baseline fitness assessment from the Task Master.
2. **Novicius** – Create a food diary, tracking everything you eat for a week and discuss with a Task Master.
 - a. This is an important step to include because it will not only reflect an individual's dedication to this program, but it will also help individuals become aware of their habits and how enhanced nutrition is a **vital** part of fitness.
3. **Tiro** – Implement a **cardio** program as directed by Task Master. Successfully follow for **six weeks**. At the end of the period, the participant will be eligible to take a standardized test.
4. **Veteranus** – Institute fitness program as directed by Task Master. Successfully follow for **six weeks**. At the end of the six weeks, the participant will be eligible to take a standardized test.
 - a. Updates will be posted weekly on the Ludus Facebook page with various resources for workouts.
5. **Flamma** – Complete an obstacle-based challenge race.
6. **Tetraitus** – Perfect fitness training every day at Ragnarok.
7. **Primus Palus** – Complete 7 fitness challenges as set forth by the Task Master.
 - a. There will be a pool of challenges that the individual will select at random (pull from a bag).
8. **Crixus** – Spar each Task Master and a Founding Father for 30 min each. A minimum of two task masters must be available per testing opportunity. The individual can choose to spar both at the same time or each one back to back without breaks. If a task master is unavailable to spar (medical, relocation, etc.) they may designate a proxy.
9. **Spartacus** – Create a fitness group of 3 or more comrades as and mentor them through rank 5.
10. **Rudis** – Compete in a fitness competition, run a marathon, join the 1000# club (aggregate total of 1 Rep max of flat bench-press, deadlift, and squat), compete in a weight lifting competition, complete an Olympic-distance triathlon, compete in a bout of mixed martial arts, or compete in a full-contact martial arts tournament.

Task Master: Beorn

Apprentice: Tene

Archived Tasks

Archived tasks are retired. No new starts are permitted; however, those who have begun a task prior to the start of the 2015 Dagorhir season may finish it.

Shield – Orange Scales

1. **Charger** – Own a shield that is not a buckler
2. **Basher** – Shield bash 3 opponents down
3. **Blocker** – Receive 3 shield bashes without falling
4. **Barrier** – Block 50 shots meant for you within one battle
5. **Breacher** – Shield bash 5 opponents down without dying
6. **Barricade** – Receive 5 shield bashes without falling or dying
7. **Interceptor** – Break a line
8. **Wall** – Hold a line
9. **Fortress** – Break a major line
10. **Impenetrable Force** – Hold a major line

Grapple – Bronze Scales

1. **Ferret** – Perform a grapple in one battle
2. **Fox** – Perform 10 grapples in one battle
3. **Dog** – Kill an opponent with their own weapon in a grapple
4. **Wolf** – Kill 5 opponents with their own weapon in a grapple in one battle
5. **Mongol** –
6. **Gorilla** –
7. **Bear** –
8. **Tiger** –
9. **Anaconda** –
10. **Manticore** –

Bonus!

1. **Hal Pal** – ?????
2. **Anti Hal Pal** – ?????
3. **Child of Meagamarth** – ?????
4. **Warrior of Light** – ?????
5. **Rear Guardsman** – ?????
6. **Leaf Burner** – ?????
7. **Alpha and Omega** – ?????
8. **Arkenoid** – ?????