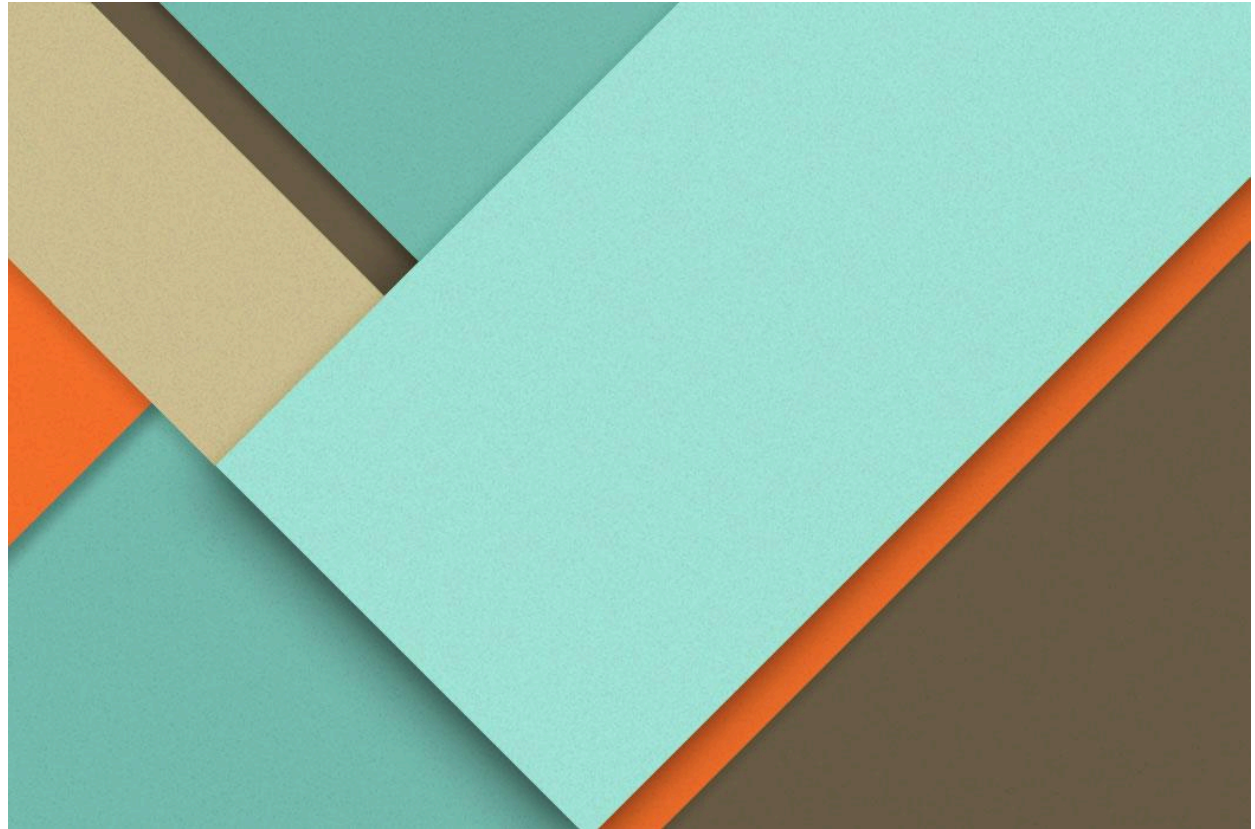




Law Speaker

Pacific North West Wolf Pack (PNWWP)

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Overview

The purpose of this document is to compile the ever changing and growing laws of our coalition of kindreds within the PNWWP. Each law is voted on by all the Gothar/Gythiar and are upheld by the appointed Alherjar Law Speaker. Sanctions for violating these laws will be

voted on by the Gothar/Gythiar of the PNWWP and announced to all kindred members by the appointed Alherjar Law Speaker.

Politics

1. **Federal Laws:** No law of the PNWWP may violate state or federal laws. We are a federally recognized religious non-profit organization and therefore operate our 501(c)(3) within the rights and laws of the United States Of America. Any criminal violations of state or federal laws is strictly forbidden for members of the PNWWP in official capacities of our organization.
2. **Political Views:** We recognize every member might have a different political leaning and we respect everyone's opinions on these matters. To maintain the frith (peace), we encourage members to keep their opinions to themselves, and if they feel the need to discuss politics, to do it outside official ceremonies. Political views are not allowed to be spoken at official PNWWP events.
3. **No Political Proselytizing:** There will be no political proselytizing or advertising of political views at official PNWWP functions.

Kindreds

1. **Coalition:** The PNWWP is a coalition of confederate kindreds.
2. **Kindreds & Houses:** A "kindred" must be formed and consist of 2 or more "houses" with the 2 heads of households as hammer holders and children in both houses, or with 3 or more houses- at least one of those houses must have at least 1 child. A "house" must include 2 or more members, traditionally a man and woman, or people of blood relations, or one can be a child as a hammer holder as well, and that house must present the child to complete the hammer test to PNWWP. Adopted children will count as blood relations, when considering members of a "house." If an individual is too old to be adopted, it will be up to the "kindred's" discretion on if that "house" has the ability to sponsor the individual into their "house." Every new "kindred" will be mentored by already existing "kindreds," to make sure there is no deviation or confusion concerning the proper formation of a "kindred" within the PNWWP.
3. **Bind Rune:** A "house" may create a bind rune and when a "kindred" is created, there may also be the creation of a kindred bind rune.

4. **Bylaws:** Any kindred recognized as an official kindred within the PNWWP must create a set of bylaws that conform to PNWWP standards and laws. No kindred shall be allowed to have a bylaw which violates PNWWP laws, state laws, or federal laws.
5. **Accountability:** Guests, non-kindred members, probationary, and prospectives may be invited to PNWWP functions, but are accountable to the kindred member that invited them. Members are accountable to their "house." A "house" is accountable to their "kindred." A "kindred" is accountable to the PNWWP.

Positions

Alherjar: The prefix of "Chief of All" is added to the PNWWP member that has a position that supports and guides the other similar positions in other kindreds. For example, the Alherjar-Gothi is the highest ranking of all the Gothar/Gythiar, the Alherjar-Vitki is the highest ranking of all the Vitkis, etc.

Gothi/Gythia: The priest/priestess of a kindred. This is a hammer holder whose responsibilities include scheduling, orchestrating, and leading all religious ceremonies. They are responsible for managing and providing education materials to their kindred. They may create a council of kindred members, usually from the other positions listed below, but they may also reach out to other kindreds if needed.

Vitki: The wisdom of a kindred. This is a hammer holder whose responsibilities include having an in-depth understanding of the runes to better interpret rune pulls and rune castings. A Vitki is the back up to the Gothi/Gythia, should that position be vacant. They may create a council of kindred members, usually from their own kindred.

Law Speaker: The judiciary of a kindred. This is a hammer holder whose responsibilities include maintaining the voted upon laws, keeping an unbiased view when enforcing the laws, and being humble enough to take advice on how to sanction the laws. A Law Speaker must have $\frac{2}{3}$ of the voted upon laws memorized. They may create a council of kindred members, preferably from other kindreds within the PNWWP, since these laws affect the entirety of the PNWWP, and to prevent favoritism or biased opinions.

Thullr: The librarian of a kindred. This is a hammer holder whose responsibilities include having a full understanding of our ancestral lore and having no dogmatic views on others' or regional interpretations of the lore. This also includes the growing lore of the PNWWP's development. A Thullr is the back up to the Law Speaker, memorizing $\frac{1}{3}$ or the voted upon laws. They may create a council of kindred members, especially when needing help in the telling of our lore.

Keeper of the Flame: The hearth or fireplace tender. This is a hammer holder whose responsibilities include being able to start a fire from scratch, maintaining the fire during

the ceremonies, and respecting the spiritual duties associated with making the Nauthiz fire for rituals.

Treasurer: The banker of a kindred. Not all kindreds need to have a treasurer but it is strongly recommended. The PNWWP as a non-profit will generate fund raising and only spend these funds on a vote during Althing (parliament).

Hammer Holder: A member that has passed the hammer test (basic knowledge test of Asatru), has voting rights within a kindred, and may openly wear a Mjolnir medallion necklace.

Kindred Member: An individual practitioner of Asatru that is part of a kindred. Accepted members have passed a background check, been vetted by at least two members, and completed a one year probationary period (or accepted in by an unanimous vote by all the Gothi/Gythia if it is less than one year).

Non-Kindred Member: An individual practitioner of Asatru that is not part of any “house” or “kindred.” These individuals may be represented by the kindred that is sponsoring them. If an individual is being sponsored by a “house” that becomes broken up (death, divorce, excommunication, etc.), they need to find a new “house” to sponsor them. A non-kindred member may be a guest or a hammer holder (but has no voting rights if not sponsored within a house). Should a non-kindred member be unable to build their own house, they may gain voting rights within the PNWWP after attending 4 Althings (parliaments), and being voted as having sound worth by the Gothar counsel.

Prospected Member: An individual that is interested in Asatru and wants to become part of a kindred. The probationary period is usually one year to allow for studying and an understanding of what Asatru is. Prospectives will have a sponsor to help guide them in their studies, learning Asatru, and understanding what the conduct befitting a PNWWP member is.

Guest: An individual that may be interested in Asatru, was invited, or is a family member of an attending individual. Guests are only allowed into ceremonial activities upon request. Whoever sponsors the guest takes on full responsibilities of their actions and behavior.

Restrictions

1. **Sex Offenses & Misogyny:** All members, sponsees, and prospectives of the PNNWP must not have any criminal convictions or crimes against women or children.
2. **Drugs:** An individual must be clean of all illegal drugs for 6 months in order to join any PNWWP ceremonies or functions. Marijuana is legal in Washington and Oregon but not yet federally. Therefore, usage of this substance must be held in a designated area outside of religious areas.

3. **Ex-felons:** An individual recently released from jail or prison must be out and on a good path for at least 6 months prior to being able to attend any PNWWP functions.
4. **Past Crimes:** If an individual's past incarcerations ever violate the standards of the PNWWP, a voting council of Gothi/Gythia can determine an extended probationary time, or additional steps needed to be re-admitted into PNWWP membership.
5. **No Loki Worshipers:** Loki has been romanticized in cinema but in our traditions is the advocator of Ragnarok. Betrayal, deceit, and lies is the antithesis of frith.
6. **Media:** All photos and videos taken at PNWWP ceremonies are not allowed without permission. If someone disagrees with having their pictures taken, it will not be taken. If inadvertently taken, they will be censored. Photo opts off to the side are suggested. Sharing on social media must be agreed upon before posting, with proof of agreement.

Values

1. **Virtues:** There are many different versions to the modern day neo-pagan Asatru "Code Of 9" or "9 Noble Virtues." Regardless of the list a member follows, as long as it encourages wholesome values, it should remain the template we of the PNWWP live by.
2. **Fundraising & Purchasing:** As a non-profit organization, all fundraising and purchases will be made by a vote.
3. **Healthy Families:** Stable folk and family is of the utmost importance to our organization. For family is the very root of our faith. Our values, principles, and laws require us to promote only that which is good for our families. We reject anything that might harm individuals or families within the PNWWP.
4. **Folkish:** We are not "universalists," we share common ancestors from Europe, and follow a European folkish religion. We are not prejudiced against other cultures or races, we believe we are descendants of our gods, and therefore don't think it's respectful for someone not descended from our pantheons to hail them during our religious ceremonies. If someone wants to pay our gods respect by hailing them in their own free time, that is not our concern. Equally, we would not disrespect other cultures by hailing their gods at our religious ceremonies.
5. **Cancel Culture:** This degeneration in our society has made it easy for our freedom of speech to be censored. No one shall be silenced for speaking their thoughts nor removed from any forums (electronic or in person) without an official vote.

6. **Misseri Calendar:** We have scheduled our major events and holidays as closely to this historical calendar as possible. Some flexibility is allowed with everyone's busy schedules not allowing exact days to be celebrated.

Representation

Hammers: To be a recognized hammer holder, you must pass a basic knowledge test. This is governed by gothar at the individual kindred level. The hammer medallion is to be worn around the neck. Wearing the hammer medallion as jewelry on other areas of the body is merely decorative and does not give the wearer voting rights amongst their kindred.

Insignia: To bear a PNWWP insignia, you must be a full PNWWP member, hammer holder, attended at least 2 Althings (parliaments), and be in good standing. This insignia indicates a connection to us and may not be displayed when doing any activity outside of our standards of practice. The insignia is to be worn over the heart, over the left breast, can not be worn at political events, or worn with other insignias with political affiliations.

Flags: To be a PNWWP flag holder, you must be a full PNWWP member, hammer holder, patch holder, attended at least 3 PNWWP events, can read the runes along the flag, attended at least one work party on Frey's Land, and receive a unanimous vote from a Gothi/Gythia counsel.

Misrepresentation: If you break the oath you made over your hammer, you may lose the right to wear such a medallion for a period of time. If you do anything illegal or dishonorable with a patch on, you may lose the right to wear this article of clothing for a period of time. If you abuse the flag or fly it inappropriately, you may lose the right to own such a banner representing the PNWWP for a period of time. All sanctions will be determined by a counsel of Gothi/Gythia.

Grievances

Wergild: Compensation for a wrong committed. Literal translation is "man price," which comes from the monetary compensation given to the family that has suffered the loss by the offending party. Members of the PNWWP may demand wergild for any wrong they feel has been committed against them, their house, or their kindred. A counsel of Gothi/Gythias will hear the debates of both parties and come to a fair decision of what that compensation should look like, if any. Be it literal money, skilled labor, apology letter, corporal punishment, burpees, exclusion from PNWWP events, or anything else agreed upon by the counsel of Gothi/Gythias.

Einvigi: A challenge made between two individuals for either play or settling a wrong. Literal translation is "single combat," which can be made both formally or informally. Formally is made in front of a Gothi/Gythia, while informally is done in front of a reliable witness (should something go wrong). Both parties must agree upon the rules and terms of

the challenge. This can be as aggressive as pugilism, as traditional as glima (like how Thor wrestled Elli), as harmless as a race (on foot, vehicle, swimming, obstacle course, etc., like how Thjalfi raced Hugi), target shooting, drinking contest (like Thor did in Skrymir's hall), weight lifting contest (like how Thor took on the challenge of attempting to lift Jormungand twice in the Eddas), knowledge or riddle contest (like Odin had with Vafthrudnir), skill contest (like how Loki pitted the dverg Ivaldi against Sindri), or any other agreed upon challenge. Sneak attacks and on sight attacks will not be tolerated under this law.

Holmgang: A very formal challenge, sanctioned by a counsel of Gothis/Gythias, held in an arena by several witnesses, and controlled by a referee. Literal translation is "going to the island," which comes from the tradition of high stress levels on long sea voyages causing short tempers, but since fighting on a longship would put the other passengers' lives at risk, aggressions would have to be controlled until they could find an island to beach at. This tradition continued on with land voyages, the "island" then becoming a makeshift arena made from cloaks or blankets laid on the ground, and surrounded by witnesses in a ring around this arena. This tradition evolved over time, eventually turning into permanent and semi-permanent arenas (much like modern day combat arenas) to hold trials by combat, traditionally held on Tuesdays (Tyr's Day).

Utlagi: The excommunication sanction of "outlaw" comes in two versions, skogarmaor "man of the forest" and skoggangr "going to the forest." These terms come from how the outlaw was rejected by society and forced to live in the forest like a wild animal. The former being a temporary excommunication, usually with a set of tasks to be fulfilled before readmittance can be considered. The latter being a permanent excommunication. Either sanction can only be enforced by a counsel of Gothis/Gythias with a unanimous vote. Once voted as an outcast, this person can no longer be in communication with a PNWWP member, or receive their hospitality.

Nithing: The ultimate insult within our culture was to be called a nithing or "nothing." Lower than low, not even of a caste, having no honor, no morals, and not respected. Nithings have a special place in the nether realms of Helheim called Niflhel, skinned alive by Nidhogg, dismembered by Garm, and suffering various tortures by the numerous rivers and halls there. To be called a Nithing was punishable by death. In our modern day culture, this is someone that is unredeemable.

Upon Entering the Sacred Circle

DO NOT ENTER INTO CIRCLE IF YOU ARE INEBRIATED!

It is the tradition of PNWWP to hold all blot and ritual of clear body and mind upon entering the circle. It is the responsibility of the individual to identify selves as being of clear mind and body.

Gate keeper of the circle hammering people in: If someone is not of clear mind and body they should not enter into the sacred circle. If someone enters the circle of unsound mind and body with the person's knowledge that they were unfit, they will be held accountable through kindred processies. If action is not satisfactorily resolved, the matter may be brought to the larger Thing.

Consumption of alcohol is allowed AFTER ritual when Sumble begins.