

AMC GARD

Featuring articles by:
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SUPPLEMENT #11-
Titles and positions of honor



An Examination of Amtgard Titles of Nobility

History, or even plain experience has shown that humans often crave the marks of achievement more than the achievements themselves. The desire to set oneself apart, thusly elevating one in the eyes of his fellows, appears to be as old as history itself. Living in a culture that tends to stifle creativity while simultaneously encouraging profit at the expense of our neighbors, there seems less and less room for self expression. Phrases like "nice guys finish last" and "what do you want out of life" abound. Retreat into fantasy, popular movies and such organizations as the S.C.A. and Amtgard, are natural occurrences, and often, are healthy hobbies for our diversion, and even for our development. What is not healthy are the insecure and selfish attitudes often brought in from "the real world". How many role-players and recreationists do you know who insist on making the endeavor an unpleasant experience? I'll bet you know several. Americans, in our wealth and relative security, tend to be self-involved. A case can even be made for criticizing our young and spoiled generation. However, the people of the world out there are no better, no nicer, no more fair or kind in their appraisal of their fellow men.

And what has this to do with Amtgard nobility? People who lack also want, and the illusion of a title is a powerful draw for flagging self esteem. There is some evidence that the medieval orders of knights perished in part due to the cheapening effect caused by the wanton awarding of undeserved orders. The English award their titles of nobility very carefully, and this is because they found the value of a title declined in direct proportion to the number of titles awarded. The world is a more crowded and deperate place, yes, but arrogance, greed, and the scrabbling for undeserved rewards was in full flower by the Middle Ages. I've often wondered, with such marvelous history behind us; the heros and wisdom of Greece, the glory and power of Rome, the wild freedom of the Celts, the adventurous wanderlust of the Norse (and I'm just talking about the Western tradition), why then, do we choose the Medieval period for our role model? The Dark Ages were well named. Ignorance, disease, and plague were rife. Most people were serfs, women were chattel, and all offices were routinely awarded for political and hereditary reasons. The word "merit" seldom entered into things. The nobility were firmly entrenched and in control.

As I said, things have not changed much, at least since the Middle Ages. Our flights of fancy emulate a period of barbarism. Despite the pretensions, that is for what modern man yearns - the illusion that he too can be on top. The incessant strife between the various Amtgard groups over "who will make the rules", the constant press of new candidates desiring knighthood, the creeping advent of people voting themselves more and larger titles, all are symptoms. The conditioning of a thousand years hold firm - "take what you can". We do indeed live in the "Modern Middle Ages". In the same vein, I know we are stuck with the medieval titles we have. I can't change selfish desire, but some light shed on the subject can arm people with knowledge. The honest

and the fair-minded need not make mistakes through lack of information.

This article has been researched and written with Amtgard in mind. Some interpretations included within are "fast and loose". The key below lists the ten areas of information by which each title is examined. The titles themselves are listed in decreasing order of precedence. To avoid repetition, female equivalents are generally only utilized in the headings. The sad fact is that female titles from the period were usually only weak corollaries to those of husband, father, and King. Not everything read here will agree with conventional medievalist wisdom. Some changes were necessary for the "modern societies". Secondly, Amtgard made some errors in its early years. Finally, Amtgard had borrowed heavily from the S.C.A. in the areas of titles, heraldry, and courtly etiquette. Study and research indicate that the S.C.A. either also made early errors, or found cause to deviate from the exact reality in some cases. That last statement might raise some hackles. Then so be it. The literature is available, and a partial bibliography is included. I think that perhaps there is more fantasy in history, and more history in fantasy, than many people would like to admit. Long live the dream.

Key

<u>Origins</u>	Semantic origin and definition
<u>History</u>	A brief historical overview of the title, its beginning and development.
<u>Amtgard</u>	As the title pertains to Amtgard, first titled and application
<u>Addressed</u>	Accepted forms of addressing the titled personage, with a heavy emphasis on the English "rules".
<u>Crown/Coronet</u>	Crowns are reserved for royalty, while nobles may wear coronets. The chief difference is that a crown covers the top of the head. Note that most coronets were made of silver gilt, and unless specified, pearls (balls) are also of a silver color.
<u>Garb</u>	Coronation and/or robes of state. Such robes are of a crimson color and edged with white borders. They are to be worn over court garb, and again, are based on English nobility. Ermine is usually plain white fur.
<u>Heraldry</u>	The type of helmet that a titled person is eligible to use with his coat of arms. With the nobles, the use of grilles in varying numbers on the helmet is more French than English, in the liberal interpretation utilized herein.
<u>Alternatives</u>	Identical positions in other languages and/or archaic forms.
<u>Equivalents</u>	Similar titles in precedence from other cultures.
<u>Symbol</u>	Occasionally the title will have an identifying symbol.

King/Queen

Origins	From Anglo-Saxon cyng, a contraction of cyning (King)
History	Along with tsar and emperor, has been considered the traditional head of government in the Western World. The actual title of king dates back when its bearer bore it by right of "kinship" as the head of his tribe.
Amtgard	The ruler of a kingdom. The first monarch of Amtgard (in this case, a queen) was Tawnee Darkfalcon of the Burning Lands on 3/27/83. The first elected king was Aramithris of Meadowlake on 10/26/86. Queen Reyna Arafael of the Emerald Hills was the first monarch of a kingdom other than the Burning Lands. She was crowned in early 1988.
Addressed	"Majesty", "Most Gracious Sovereign", "His Majesty the King", "Most Excellent Majesty".
Crown	Often made of gold and edged in purple. No set pattern, though fleur-de-lis with a surmounting orb and cross are common. The most consistent examples are the monarch's crowns of France, which were surmounted with a fleur-de-lis, with 8 arches rising from the 8 fleur-de-lis on the rim. Most European crowns follow this pattern. English crowns tend to alternate crosses with the fleur-de-lis.
Garb	Symbols of the kingdom or state are often worn; with the robe, sceptre, crown, and throne being symbols of the king's power.
Heraldry	Gold helmet, with grilles, and affronte (facing the viewer)
Alternatives	Rex (Latin), Roi (French), Padishah (Persian), Sultan (Turkish)
Equivalentents	Maharaja (Hindustani), Tarkhan (Tatar), Malik (Arab).
Symbol	In Western Europe the lion is often used as the symbol of royal sovereignty. The color red is considered "the field of royal prerogative".

Prince/Princess

Origins	From Latin princeps. Literally means one who holds first place. Also from Latin primus capere - to take first.
History	In ancient Rome the title of Princeps Senatus was given to the leading senator. Germany had a class of rulers below dukes called prinzen, and today there are still ancient families not connected to any reigning house that bear the title of prince. In England, the title of prince is used by the eldest progeny of the King.
Amtgard	First, the consort to the monarch. It is also the more accurate term for the ruler of a principality

	or duchy (In Barad-Duin, the confusing and contradictory title of "Grand Duke" has been substituted for "Prince"). The first prince consort was Harnsaure in early 1983. Ahrmaand Seregon in early 1988 was the first "ruling prince" to hold an equivalent position.
Addressed Crown	"Your Royal Highness", "His Highness the Prince" Tendency in England is crimson color material over gold metal, with a single arch rising to support an orb. Royal consorts in Britain have worn crowns with 8 arches supporting a globe, with 4 of each crosses and fleur-de-lis in alternating order on the rim. In most European countries a prince in his own right may wear a crown trimmed in ermine with 4 arches rising to a globe and cross.
Heraldry Alternatives	The same as for king Principis (Latin), Principe (Italian), Prinzen (German), Raja (Hindustani), Rana (Pakistani), Rai (Bengali)
Equivalents	Ilkhan (Turkish), Mirza (Arabic), Furst (German), Amir (African Arabic), Mian (India), Gaekwar (India).

Grand Duke, Arch Duke

History	The title of archduke comes from Austria, and that of grand duke comes from Russia. There were of royal blood, and the princes were a step lower in the hierarchy. Neither had a tradition of dukes per se. The Austrian title was assumed by rulers in 1156 but not confirmed until 1453. There actually was a brief incidence of archdukes in France.
Amtgard	Archduke has been awarded to a former monarch who also served another year in the royal court (unless grand duke has been awarded.) A grand duke is a two term monarch. On 4/23/88, by the hand of King M'Deth II of Benden, Aramithris of Meadowlake became the first grand duke and Aredhel Kemenva became the first arch duke.
Addressed Coronet	His (Imperial, Royal, or Serene) Highness No specific formula in either case. The royal family of Austria (including the arch dukes) had gold crowns with a single arch, with 4 large fleur-de-lis alternating with 4 smaller ones on the rim. The Russian royal family (from whence the grand dukes came) had a crown built up on the sides with space in the center, with a single arch supporting an orb.
Heraldry	The logical extension from the other titles of nobility is a silver helmet in profile with 9 golden grilles.
Symbol	The symbol for a grand duke is the great horned owl.

Duke/Duchess

Origins	From Latin Dux, a leader, general, or commander
History	The position came into being when Constantine separated the military (Dux) and civil (comes) commands of the provinces. Initially, the title of duke was inferior to that of count (comes). However, the German tribes adopted the titles, and among these warlike peoples, the military title of duke acquired precedence. Charlemagne was jealous of their power, but the dukes had a revival and almost achieved absolute independence after his death. Isle de France became the first independent dukedom, and soon the title challenged that of King. William, Anne, and George I first granted the title of duke to those of non-royal blood, and today a duke ranks just below a royal prince and an archbishop.
Amtgard	Awarded to former monarchs. The first to receive this title was Tawnee Darkfalcon on 10/22/83 by the hand of King Gilos Dawnhope.
Addressed	"The Most Noble, the Duke of _____", "Your Grace".
Coronet	8 strawberry leaves of a conventional type on a rim of gold.
Garb	4 rows of spots on the mantle (robe) or 4 guards of ermine with rows of gold lace
Heraldry	Silver helmet in profile with 8 golden grills.
Alternatives	Duc (French), Duque (Spanish), Dux (Latin), Duca (Italian), Doge (Venetian), Herzog (Austrian)
Equivalentents	Pfalzgraf (German), Shogun (Japanese), Bretwalda (Anglo-Saxon), Chiangchun (Chinese)
Symbol	Actual kings retired to "Dukedom" have been represented by a crown.

Count/Countess

Origins	From Latin comitis, a companion
History	Many provincial governors under Constantine were called comes. In the earlier Republic secondary provincial officers were known as comites or cohors (companions). Augustus referred to a council of senators as his comites, and in imperial Rome it came to apply to the court of a prince. Charlemagne used the title to denote civil employment, and the Franks made them the King's judges calling them grafen. These judges became so corrupt that the division of counties was abolished in the 12th century. Earl is the English version, and the early English sheriffs corresponded to the grafen. Until 1357 earl was the highest title in England. By 1500, the title of count was a hereditary title on the continent. Today, the political/administrative unit of a county still exists, with some 3,000 in the U.S.A.

Amtgard	Awarded to a former royal consort. Shindea of Winddragon was the first to receive the title for this reason on 5/4/85 by the hand of King M'Deth.
Addressed	"The Right Honorable", "Illustrious Count", "The Lord"
Coronet	The English coronet has 8 pearls raised upon points, with small gold strawberry leaves between, all above the rim. Other countries use 16 pearls without the leaves.
Garb	3 rows of spots on the mantle or 3 guards of ermine with rows of gold lace
Heraldry	Silver helmet in profile with 6 golden grilles.
Alternatives	Conde (Portuguese), Comte (French), Conte (Old French), Comes (Latin), Graf (German/Swedish), Graaf (Netherlands), Earl (English), Eorl (Old English), Jarl (Danish)
Equivalents	Orkhan (Tatar), Shireman (Saxon), Dey (Turkish), Kaliph (Arabic), Khidiw (Persian), Cuauhtlahtoque (Aztec).

Marquess/Marchioness

Origin	From Old High German marcha, a frontier or march
History	The title is relatively new, first developed by King Richard II in 1385. It soon thereafter fell into disuse until the reign of Edward VI in 1551.
Amtgard	Unlike "real life" application, the title of marquess in Amtgard ranks below that of count. It is awarded to those whom have served as all of the following: Monarch, Royal Consort, Prime Minister. Nashomi, the Lonely Wolf became the first marquess on 9/8/84 when he was awarded the title by King Asmund Heimdale Haroldsson.
Addressed	"Most Noble and Potent Prince", "The Most Honorable", "The Lord"
Coronet	4 golden strawberry leaves alternating with silver pearls.
Garb	3 1/2 rows of spots on the mantle or 4 guards of ermine with rows of gold lace
Heraldry	Silver helmet in profile with 7 golden grilles
Alternatives	Marquis (French), Markis (Old French), Markgraf (German), Margrave (German), Marques (Spanish), Marchese (Italian), Female titles - Margravine, Marquee, Marquise

Viscount/Viscountess

Origins	From Latin vice comes, in place of a companion
History	Between earl and baron in English precedence, it was first conferred by letters patent by Henry VI in 1440. It is frequently attached to an earldom as a second title. The title came to England from France, where a vicomte was first the deputy of a count.

Amtgard	Generally awarded to a 2-time Prime Minister, or for any other two terms of service in the Royal Court (provided a higher title has not already been awarded). On 10/20/84, King Heimdale made Andralaine of Stonehelvan the first viscountess.
Addressed	"The Right Honorable", "The Lord"
Coronet	The English utilize 16 pearls on the rim. Most other European nations have 8 pearls on points alternating in a high-low pattern
Garb	2 1/2 rows of spots on the mantle or 2 guards of ermine with rows of gold lace
Heraldry	Silver helmet in profile with 5 golden grilles
Alternatives	Viconte (Middle English), Vicomte (French), Visconte (Old French), Vizconde (Spanish), Visconde (Portuguese), Waldgraf (German)
Equivalentents	Pasha (Turkish)

Baron/Baroness

Origins	From Old High German baro, a man
History	The word baron signifies man par excellence. The Anglo-Saxon thegns (thanes) were the immediate predecessors of the Norman barons, and received the position for owning land, taking 3 sea voyages, or receiving holy orders. William the Conqueror made barons immediate vassals to the Crown, these nobles reaching their greatest extent of power in 1263 when Simon de Monfort waged the Baron's War against the king. In time the title was relegated below that of the new positions such as earl and Viscount, although it was long a custom that every peer of superior rank also had a barony. From land owners of a feudal system and immediate vassals to the king, the position evolved to the lowest rank of the peerage in Great Britain. The right of wearing a coronet was conferred by Charles II. Until 1873 certain judges in Ireland and England were called barons. Today the title also appertains to bishops and members of the House of Commons.
Amtgard	1) Former Prime Minister of a Kingdom, 2) former ruler of a principality or duchy, 3) the founder and ruler of a barony. Queen Tawnee Darkfalcon made Thanos Darkside the first Amtgard baron on 5/7/83. The first landed baron was Marlin Razclaw of the Barony of the Mystic Valley in early 1988.
Addressed	"My Lord", "Your Lordship", "The Lord", "His Excellency", "The Right Honorable"
Coronet	6 pearls on the rim in England, though most countries permit 12 pearls mounted on points.
Garb	2 rows of spots on the mantle or 2 guards of ermine with rows of gold lace.
Heraldry	Silver helmet in profile with 4 golden grilles
Alternates	Barun (Old French), Thane (Saxon), Barao (Portuguese), Barone (Italian)
Equivalentents	Kahn (Turkish), Emir (Arabic), Daimyo (Japanese), Lord (Scottish)

Baronet

Origin	From a French diminutive of baron
History	This is the lowest hereditary dignity in Ireland and Great Britain. Originally utilized in Ulster, it was initiated by James I on 22 May, 1611 to raise money for the king. Since the Scottish Union of 1707 and the Irish Union in 1801 no new baronets have been created other than those in England. In English usage it has precedence over all knights except those of the Garter.
Amtgard	Awarded to those who served in a pro-tem position on the royal court. On 5/18/85, Kalibria de Grenoille received the first award of the title of baronet from King M'Deth.
Addressed	"Sir"
Coronet	The continental European coronet consists of 4 pearls on points alternating with 4 leaves.
Heraldry	Steel helmet, open and affronte
Alternatives	Lesser Thane (Saxon)
Equivalents	Freiherr (German), Sheik (Arabic), Seigneur (French), Nawab (Hindustani - Begum is the female title)
Symbol	The symbol for a baronet is the "Bloody Hand of Ulster", a raised left hand colored red.

Lord/Lady

Origins	From Anglo-Saxon hlaford, a master of a household
History	In feudal times the lord was the grantor or proprietor of the land. In the most definite English sense it is the equivalent to a peer, but does not express any special rank or degree of nobility. In general, the term applies to someone with authority and power.
Amtgard	1) Former prince consort of a principality, 2) title awarded to the new ruler who takes the place of a retired baron, 3) awarded by the monarch for exceptional service to the kingdom. On 1/14/84 King Gilos awarded the first lordship to Aron Nelsson. Note that this is the only Amtgard noble title below that of knighthood. A Warlord is the highest military title of achievement. The Overlord is the general of the King's armies.
Addressed	"His Lordship"
Coronet	Germany and Italy allow 8 pearls raised on points.
Garb	None in the English tradition. Arab "lords" are entitled to wear the color green.
Heraldry	Steel helmet in profile with the visor closed.
Alternatives	Hlafweard (Saxon), Loverd/Laferd (Middle English), Pan (Polish), Laird (Scottish), Kyrios (Greek), Dom (Portuguese), Don (Italian)
Equivalents	Sherif (Arabic), U (Burmese), Sayid (Hindustani), Agah (Persian), Rabban (Hebrew), Chieftan (Irish)

Bibliography

- Noble Titles and Ancestry (Cr 1612)
 Titles and Forms of Address (Cr 3899)
 Complete Guide to Heraldry (Fox Davies)
 Noble Forms of Address
 A Complete Glossary of Heraldry (Cr 1610)
 The Encyclopedia Americana
 Heraldry, Sources, Symbols, and Meaning (Neubecker)
 Webster's New World Dictionary
 Webster's New Reference Library

From the Smiths Guild:
 Equivalent positions in the Medieval
 Societies (rough translations, matches)

<u>branch</u>	<u>Amtgard</u>	<u>SCA</u>	<u>/Dagorhir/</u>
ROYALTY	King Princess consort Duke Elect Ducal consort	King and Queen Prince and Princess	
OFFICERS	Prime minister Guildmaster: Heraldry Guildmaster: Smiths Guildmstr.: Gladiators Champion	Seneschal Principal Herald Earl Marshal	/President/
NOBILITY	Royal consort Prime Minister Treasurer Scribe Grand Duke Arch Duke Duke Countess Marquis Viscount Baron, territorial Baron Baronet	Minister of Arts Minister of Sciences Chancellor of the Exchequer Chronicler Duke and Duchess Count and Countess Viscount *Peers (see below) Baron, territorial Baron, court	
CHIVALRY	---- Knight of the Sword ---- " of the Serpent ---- " of the Flame ---- " of the Crown	Peers: Knight/Master at arms Order of the Laurel Order of the Pelican Lady of the Rose	/Champion/
AWARDS	Lord Master- service, orders Master- arts, sciences Master-fighting guild orders	Grant Armigerous orders Award of arms non-armigerous orders	

ON BEING CONSORT

Immediately after being congratulated as consort to our newly elected Monarch, one of our resident "wits" made this comment: "Now you get to warm the Monarch's left arm for six months". My immediate reaction was indignation however a few minutes of unbiased thought convinced me that unpalatable statements even when uttered by bores are not necessarily untrue.

Upon 24 hours of reflection and thought several questions and some possible answers come to mind.

Firstly, is the position of Consort purely decorative? In large part yes; it has been so heretofore. This conclusion places no onus on any foregoing Consorts but rather points to an oversight on the part of the entirety of Amtgard's membership. Historically it is only the Monarch's position which requires qualification minimums from aspirants to the crown. Consorts were expected to be visible, decorative and charming but little else. An answer to this lacunae may be forthcoming by next Crown in October. Interested club members are even now compiling a list of possible requirements for Consorts. This will of course take time and input from the entire membership body. I believe this could be a positive step.

So, suppose we do draft an acceptable list of Consort requirements? There is still the question of "what exactly does a Consort do?" As the interim Consort between the previous lack of requirements and the hopefully forthcoming guidelines I would like to take this opportunity to offer you my thoughts regarding the position of Consort.

I believe it is imperative Monarch and Consort be totally acceptable one to the other as they must work closely and in harmony to further the aims and desires of the club as a whole. No matter what the new requirements for Consort may be one thing is paramount and that is: The Consort must be acceptable to and chosen only by the prospective Monarch. Any system which would literally force any candidate for Monarch to choose only from a field of "legally acceptable" Consorts, none of which may be acceptable to him personally, totally defeats the purpose of having a Consort in the first place. If a candidate were so foolish as to insist on nothing more than a "left arm warmer", fine. As long as the Consort fulfills the letter of the Corpora I believe our guilds are strong enough to step in and fulfill many of the Consort's defined duties. Most thinking club members would seriously question electing such a Monarch in the first place.

There is some small truth to our wit's remark on warming the Monarch's left arm. Perhaps a more accurate way of describing this would be "the Consort is the Monarch's good left hand". Even though elective for the past two reigns the position of Monarch does have strong connotations of the warrior and this is good. Amtgard is, after all, a fighting society. There is no substitute for battlefield experience and expertise in a Monarch. However the softer arts are as important and this is where the

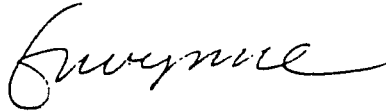
Consort comes in. Check our Corpora and find ample evidence to support this statement.

The range of activities available to a Consort are limited by only two things: 1) the Corpora/Rules of Amtgard and 2) the express desires of the reigning Monarch. Within the framework of these two unalterable requirements the Consort has few limitations as to what she/he can do for the benefit of the club. All Consorts have the opportunity to put their own interpretation on their efforts - to give their own "flavor" to the position.

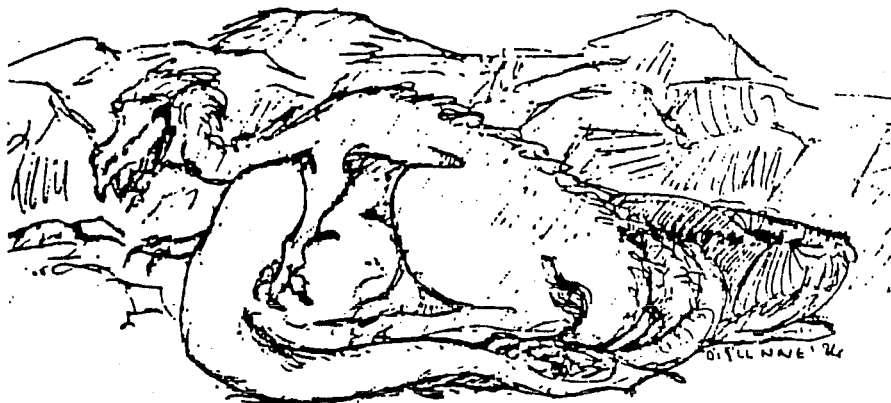
With all of the above in mind and with the endorsement of His Majesty Aredhel, Rex, I promise to work vigorously for the good of our club particularly toward the enhancement of the Arts and Sciences. No club member should ever hesitate to see me regarding anything with which I can be of help. If it happens to be a matter more properly considered by another person, say a Guild Master, our Prime Minister or our Monarch I will gladly assist you in presenting your idea, problem, innovation or project to the specific person.

By your election of Aredhel as your Monarch you have not only endorsed his governing abilities but have also placed a burden of faith upon his Consort. I will do my utmost to vindicate that trust.

Yours in service to Amtgard,



Lady Gwynne, Princess Consort to
Aredhel, Rex,
Amtgard, Kingdom of the Burning Lands

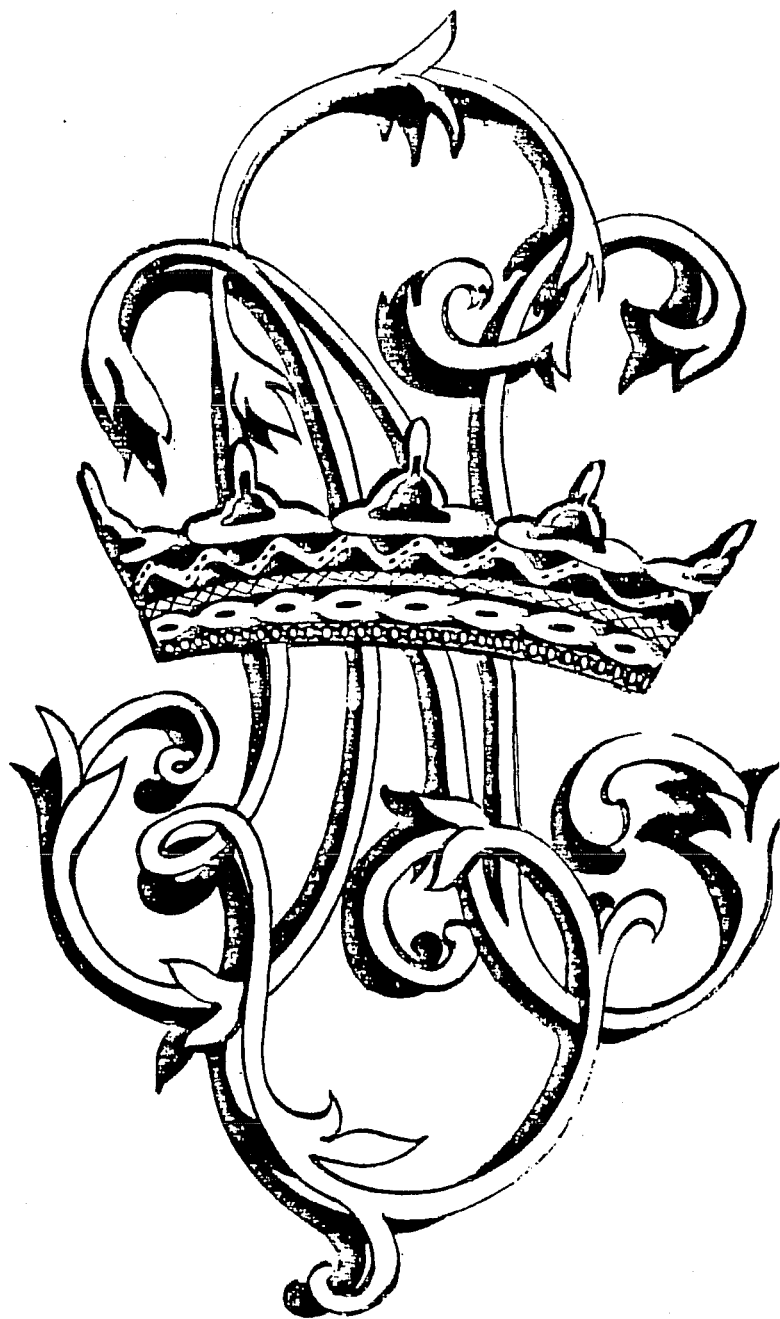


HER YOUNG WERE CURLED LIKE KITTENS IN THEIR NEST. WE DESTROYED ALL SAVE A YOUNG MALE WHO MANAGED TO ESCAPE OUR CLUBS.

BROTHER DOMINICUS

From Aramithris, Rex unto the Populace, I bring you greetings.

My letter to the populace this month deals with a subject in which a majority of Amtgarders have a vested interest, and that is the subject of honors. Amtgard has no equivalent to the S.C.A. award of arms, the Amtgard title of Lord being a higher award. Our Corpora does provide for Masterhood in the service orders and guilds, but there is little provision made for those striving week by week in their fighting guilds. I have taken steps to alleviate this by making the Amtgard combat title of Master a more meaningful honor. It states in the rules that masterhood is granted to a person at three months experience by agreement of the Monarch, Prime Minister, and Class Guildmaster. This has never been the case in practice, and the title of Master has been rendered almost obsolete. I am taking steps to remedy this situation and make Masterhood a title that reflects excellence - only the very best in a guild should bear the prefix of "Master". As per the rules, I have consulted with the guildmasters and Prime Minister as to whom should be recognized as the best in their guilds. In the interest of fair play to those whom have been or were in the club for a long while, I also spoke with all former Monarchs and Prime Ministers for their choices and opinions. Candidates, which included everyone with 12 plus weeks of experience in a class, needed a majority vote by either the current officers of and/or the former officers to be awarded Masterhood. All those voting based their decisions on the following criteria:



MASTERHOOD

1. Awarded to the outstanding members of each guild.
2. By vote of the Monarch, Prime Minister, and Guildmasters.
3. Candidate must have 12 plus weeks experience in the guild.
4. Basis for awarding Masterhood:
 - A. Good play and persona.
 - B. Thorough knowledge of class rules and concept.
 - C. Own quality garb and equipment.
 - D. Outstanding portrayal of the class.
5. A person may be reconsidered for Masterhood once every six months, though once a Master, always a Master.
6. This does not affect experience and is independent of levels gained.
7. Masters are entitled to wear on their garb a slash or stripe of their guild's color. If this stripe is inset on a belt or sash of the same color, then it may be delineated by black or white borders.

This more comprehensive masterhood system will be a revision in the soon to be updated Corpora of Amtgard Laws. Let me stress point #6 - this this is independent of levels gained. No one need fear losing their class abilities. If you're disappointed with the listings, then I would suggest that you could make a more favorable impression on your guildmasters, etc. Perhaps you could make some positive strides in your garb or equipment, or even in your understanding of the rules. Any improvement is a benefit to Amtgard, and thus a positive effect on us all. Without further ado then, here are the Masters of Amtgard, those voted in as the best in their respective guilds:

THE MASTERS OF AMTGARD - FIGHTING GUILDS

(Represents 36% of all those eligible to be considered)

<u>Antipaladins</u>	<u>Archers</u>	<u>Assassins</u>	<u>Barbarians</u>	<u>Bards</u>
Hellspawn	Fedora	Delphos	Aron	_____
M'Deth	Sterling	Deth	Avalon	
Morluk	Wolverine	Kam'Aron	Bearhunter	
Ryah	Aredhel	Morbid	Oz	
Zyax		Nashomi	Sigfried	
		Theo	Xevious	
			Rine-O	
<u>Healers</u>	<u>Wizards</u>	<u>Monks</u>	<u>Monsters</u>	<u>Paladins</u>
Ariona	Aegar	Aramithris	Morbid	Aramithris
Joella	Aramithris	Larce		Aredhel
Kalibria	Nashomi	Wu Tao		Heindale
Raven	Pyro			Joella
	Silverbolt			Tawnee
	Tawnee			
	Nithanalorn			

Scouts	Warriors			
Heimdale	Ajax	Esuom	Kurse	Pyro
M'Deth	Andre	Gilos	Larce	Rift
Naes	Akien	Grymlac	Marcus	Ryah
Zyax	Aramithris	Grimbold	M'Deth	Thanos
	Aredhel	Harnsaure	Morluk	Theo
	Aragoth	Joella	Nashomi	Shrimp
	Conan	Johann		

Lately there has been yet another resurgence by those pushing for knighthood, especially with so many people achieving Masterhood in various of the service guilds and orders. Much to the disappointment of some, there has not been a large influx of new knights. Perhaps I can help explain this phenomenon. Of the four types of knighthood, three are available to the general populace. The fourth, Knighthood of the Crown, is primarily reserved for former monarchs. The other three forms of knight hood recognize the peak of excellence in the following areas: Knighthood of the Flame - service to the club, Knighthood of the Serpent - achievements in the arts and sciences, Knighthood of the Sword - fighting and combat. Suggested criteria for knighthood are listed in the Corpora, although the final decision lies with the reigning monarch. Different people have varying perceptions on what a knight should be, although most probably recognize that gaining ten orders or credits of the same type is not an automatic mandate to achieve the title. As to just what a knight is, that is hard to say. I can offer some general observations:

1. Knights are a step above Masters of the guilds and orders.
2. They usually are considered to be a peer by the majority of the other knights in the club. Knights are seldom unpopular.
3. Knights have a distinct identity, have been in Amtgard for quite a while, and are widely acknowledged and known for their achievements.
4. Once belted, they continue to excel in their field. Most knights seek their position, but few politic for it. Also note that a knight's second or third belt is usually easier to gain than their first one.
5. Approximately one of every two or three squires becomes a knight. A potential knight must make his or her own place, rather than being perceived as an adjunct to someone else already belted.
6. Personalities will vary, but knights are always confident and productive in their area(s) of endeavor. However, a positive personality doesn't hurt. Monarchs, are after all, human. Pressing them rarely achieves results.

I hope this article has been a help to those readers seeking a more thorough understanding of the Amtgard system of awards and honors.

Yours in Service,

Aramithris, Rex

Aramithris, Rex



A HISTORY OF GUILDS

Societies of artisans or guilds have existed in Europe since the 11th century. They were established when merchants wanted to protect their goods and lives from robbers and the King's toll roads as well as other merchants. The object of the guilds was to hold a monopoly on a trade in each city. Each guild received a charter from the King or local lord allowing them exclusive rights to their merchandise. Anyone caught selling goods when he did not belong to that guild was deprived of his goods and run out of town. Only if he received permission and paid a high fee to the guild was he allowed to trade in that town.

The merchant and craft guilds were set up like miniature communities. Each guild elected its officers and levied dues to pay for its expenses. The guilds established their own courts and settled quarrels and disputed among themselves. The courts fixed the prices of their wares and set standards of weights, measures and quality. They could punish workmen for charging more than the "just price" or those who put out poor articles or gave short weight. There were men called searchers who inspected guild members' wares to make sure that it was up to standard. If a dyer's work was unsuitable, he was fined. If the numbers of threads in a weaver's cloth was short, his looms were destroyed.

But the guild not only regulated its wares. If a member fell ill or got in trouble, the guild helped out. If a guildmember died, his widow and children were taken care of. The guild used its

influence to promote good behavior among its members as well. A member could be expelled for bad conduct. "If anyone be a common brawler, or given to quarrels, or be a vagabond, or be guilty of any crime whereby the brethren may incur scandal, he shall be admonished once, twice or thrice, and the fourth time he shall be wholly expelled from the brotherhood."

The ways of each trade were kept secret except for those who were guildmasters. There are three levels within a guild: apprentice, journeyman and master. An apprentice began his three to twelve years service when he was around eight years old. The length of his service depended on the skill required for his craft. In addition to being a student, he was a domestic servant and helper. The master's wife could require his help in the house and other workmen could send him on errands. Around the shop he was the one who opened the shop in the morning and closed it at night. He also scrubbed the floor and kept the place clean. When his apprenticeship was over, he was examined by the guild and if found worthy, was raised to the rank of journeyman.

The journeyman (French *journeé* for day) hired out his services to master craftsmen for wages. His goal was to save up enough money to set up his own shop. The journeyman went from town to town both in search of work but to also broaden his knowledge. No journeyman could become a master until he was able to do the kind of work required by his guild. In order to test his knowledge, the wardens of the guild would set him to some task. This was called his masterpiece, and he must carry out the task, be it carving or weaving, without the aid of others. The entire procedure must be carried out while in the presence of the judges. If they approved of his work, he then paid a fee and was awarded the title of master craftsman. A person usually

achieved the rank of master craftsman while in his 20's.

The guilds had many rules that governed the relations between master, journeyman and apprentice. A boy apprenticed to one master could not change to another without the approval of the officers of the guild. If he misbehaved his master had the right to punish him. If a master mistreated his apprentice, the boy could appeal to the guild. If an apprentice ran away, his place was kept open for a certain length of time; and if he did not return within that length of time he was punished. No master could tempt away another master's workmen by offering higher wages. If a master had more work than he could manage then he could ask for temporary assistance from one of the other masters. If any master failed to clothe his apprentices well and instruct them properly in their craft, he was tried and punished by the guild.

Most of guilds had a distinctive uniform—or livery, as it was called—which all members wore when they met on ceremonial occasions, such as feasts, weddings, and holidays. This livery was bright in color and varied with the fashion of the time and taste of the guildmembers. Usually it was of two colors—scarlet and green, scarlet and black, gold and black, gold and blue, and scarlet and blue. The right side was one color and the left of the other. When complete the costume consisted of a hood and a gown, but sometimes only the hood was worn. The guilds also had banners on which emblems of their guild was displayed.

Every guild had its patron saint, and on that saint's day the members of the guild dressed in their livery and, carrying their banner, processed to the church for the service. Afterward they had

a feast in their guildhall.

The guilds began the decline when the cities grew too large to contain the trade. The expanding trade and industry during the sixteenth century took away the power from the guilds. But though they faded away, the guilds of the Middle Ages produced beautiful work, much of which still remains in Europe for people to see.

New Book of Knowledge. Grolier Incorporated. Danbury, Connecticut.

Volume 7, 1986.

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New York, New York. 1968.

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