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AMTGD BARR

SUPPLEMENT
NUMBER
FIVE:
AMTGARD
KNIGHTHOOD



CHIVALRY: ~~THE~~ knights Code of Conduct
By Sir Nashomi

Chivalry is the catch word for the principles of Knightly conduct. It encompasses a Knight's everyday actions to fighting on the battlefield. People have their own opinions of what a Knight's code of conduct should be and some of these overlap to form some basic precepts. From the first knighting (thought to be Athelstane, King of the Saxons and Mercians in the 900's) to present day chivalry has evolved and defined itself in many ways.

At first chivalry was very war like manner: 1) Bravery in battle;
2) Refusal to retreat;
3) and loyalty to one's Lord.

Through the centuries, the church and literature gradually refined the qualities of chivalry. The term grew to include not only battle field conduct but courtly manners.

- 1) Honor: Be truthful and a willingness to uphold the pledged word.
- 2) Loyalty: Love of country and obedience to ones Lord.
- 3) Generosity: Extreme generosity to all.
- 4) Champion of Good over Evil: To wage merciless war on evil.
- 5) Respect and Pity for the Weak: Willingness to defend those who cannot defend themselves.
- 6) Refusal to Retreat: To show no fear before an enemy.

There are many other ideals knights have followed, these are the more historically popular views written about. Ultimately, the knight must establish their own code of conduct to fight and live by. If it is a viable code and the knight closely follows it, then they are worthy of respect.

If you wish to read more about Knights and their lives several books can be found at the Utep Library:

Knights and the Age of Chivalry

by Raymond Rudorff

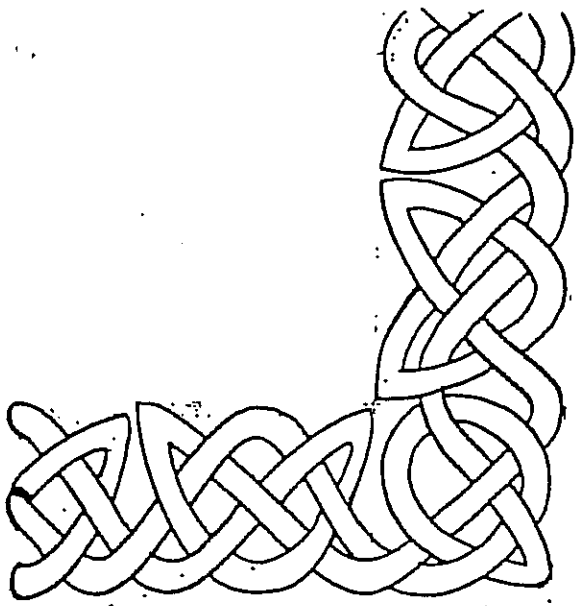
The Knight & Chivalry

by Richard Barber

A Knight's Life

by Walter Meller

A Dictionary of Chivalry



Knighthood in the Modern Amtgard Era

Amtgard is growing and changing, a microcausm of a society stressed by internal and external forces. A new balance is to be found, and everything, including that which we hold most dear, is subject to scrutiny. An area of special relevance is the subject of knighthood. An influx of new members in the parent kingdom shifts the balance, making good fighters seem like great fighters in the sea of untrained "newbees". The new Amtgard groups grapple with the need to establish their own standards without losing contact with the traditions established and nurtured in the Burning Lands. With improved services, new groups, expanding membership, recent legal achievements, etc., there are increased expectations. More people want on the bandwagon now that Amtgard is obviously going somewhere. Ideologies clash as the rebels of yesterday become the guardians of the spirit and hopes of the past. A prime area of contention would naturally be awards, especially titles such as lordship and peerage. Much has been written on the subject, and much of that by myself. Using the available facts and figures, I will endeavor to point out just when a person qualifies for a title.

Corpora lists criteria for all awards, but the fact is there is little continuity between the decisions of monarchs in different reigns, and more often than not the monarch is ignorant of much of the corpora. The expansion of Amtgard into other cities amplifies this problem by several degrees, with future growth promising more headaches. So when is a knight really a knight? Let us dissect the available data. The Burning Lands has belted 26 members in 6 years of existence. This averages out to 2 per monarch's reign, which is about twice what I consider the ideal rate. However, these knights only represent less than 4 percent of total participants from the day 1, so the figure is not unduly high. One knight out of every 25 persons is a fair number. Belted members are listed by the following format: name, date joined, months to make lord/months to earn first belt, belt type.

Andralaine	6/83	--/16	flame	Johann	9/84	--/20	sword
Aramithris	4/84	7/13	flame	Kalibria	4/83	19/25	flame
Aredhel	4/84	--/24	sword	Larce	9/85	--/25	sword
Ariona	3/85	10/24	serpent	M'Deth	4/84	--/13	sword
Charloc	7/83	--/20	flame	Morluk	4/83	--/08	sword
Conan	7/83	--/08	flame	Nashomi	3/83	--/07	flame
Deth	5/83	--/14	sword	Nithanalorn	11/86	10/17	serpent
Esuom	9/84	10/08	serpent	Rift	7/84	12/15	sword
Gwynne	8/84	26/31	serpent	Ryah	7/85	11/15	flame
Gilos	4/83	--/06	crown	Tawnee	2/83	--/02	crown
Heimdale	6/83	--/10	crown	Thanos	3/83	--/07	flame
Hellspawn	10/84	9/12	flame	Theo	5/83	26/35	flame
Joella	2/83	--/02	crown	Zyax	2/85	--/17	sword

One thing that jumps out at you is the early dates: 18 of the 26 received their first belt during Amtgard's prehistoric era from 1983-85. The reasons are twofold: 1) prominent society members tend to excel in more than one field (ten members have two or more belts), and recent belts have often been awarded to people whom are already knights, 2) as with any birth, the early years of Amtgard were painful, with political, social, and other forces constantly altering the perception of and the criteria for knights. We are more stable in the modern era; And it is true that many of the older knights could not qualify under today's standards. No criticism is implied. Our population explosion provides a larger pool of talent and abilities. Also, current fighters and artisans are more sophisticated than their original counterparts. The competition is much tougher. Only 1 of the 26 joined Amtgard within the last 3 years-- a prospective knight must brace for the long haul. It takes a knight an average of 15 months to earn his first belt, though that figure is somewhat misleading.

Four knights were first belted as "crowns", and two each of the "flames" and "swords" were knighted under the now discontinued practice of knighting the Champion along with the monarch. It takes a crown knight 6 more months these days, as he is knighted at the end rather than at the start of a term. Eliminate all these "automatic" knightings and the numbers come down to $1\frac{1}{2}$ new knights per reign, and an average of 20 months to receive the first belt. Clearly those are more reasonable figures. Analysis yields other interesting tidbits. Only 33% of the knights were formerly squires, yet 67% of all active knights currently have a squire. 73% of the knights still have some connection or involvement with Amtgard (that is more than four times the rate for the general populace). Only 33% of the knights were lorded first, although this percentage rises dramatically when considering the more recent knightings. An appraisal of 25 lords and ladies indicates an average of 18 months to achieve the title. 40% of the lords would later become knights, this an average of 6 months after the lording. On any given day, about 1 in 5 people you see will be wearing a white belt-- knights are a dedicated lot. All knights of the Crown (primarily former monarchs) have earned at least one additional belt. The profile of a "typical" Amtgard knight reads as follows:

Age: 25 Gender: 60% male, 40% female Time in club: 50 months
Time to receive first belt: 20 months

85% have their own personal symbol
85% have a title of nobility and/or the title of lord
80% have qualified at Crown Qualifications
80% have organized and/or run an event
75% have won at least one cultural and one war event
75% have a special award (flame, jovious, etc.)
75% have made weapons and garb
70% have been either monarch, consort, prime minister, or champion
70% have been published at Amtgard
70% have been a company captain or sergeant
67% have never been a squire
65% have either cooked or performed for the populace
65% have placed in the top 3 in a competitive test (reeves, heraldry, etc.)
60% have earned a non-fighting masterhood
55% have advanced past the 1st round in a gaming tourney (chess, go, etc.)

Perhaps they are not Renaissance men, but the cross section of what a knight is yields a more rounded individual than may be commonly believed. Aspiring knighthood candidates would do well to study the percentages. Next we will examine the three types of knighthood that may be awarded by a monarch's discretion in more detail. These areas are serpent, sword, and flame. Each section will include relevant criteria listed in a row at the top of the listing (detailed explanations will be at the head of each section). Active persons in each category will be listed in column in order of number of orders most relevant to that form of knighthood. Persons will be further subdivided into three categories:

A- knights (or warlords) of that order
B- persons one step below, usually masters in their own field,
C- those either rising towards "A" or "B", or whose names are brought up when considering knighthood, or those who themselves feel they should be knights

Any conclusions will follow. The charts that follow should enable people in all Amtgard groups to determine what prerequisites are required to earn a belt.

Knights of the Serpent (arts and sciences)

Key:

Orders- prerequisites to masterhood and then knighthood
Mstr.- total number of masterhoods achieved in the non-fighting areas
events- total number of cultural events won (garb, singing, art, etc.)
A&S- highest placing achieved in the bi-annual Crown Qualifications
Arts and Sciences competition
Areas- areas for which most of the listed awards were received

A- Knights of the serpent
B- masters in the arts and sciences
C- aspirants

	<u>Orders</u>	<u>Mstr.</u>	<u>events</u>	<u>A&S</u>	<u>Areas</u>
A Gwynne	33 dragons	4	10	1st	garb, 2-D mediums
Tawnee	30 dragons	4	22	1st	garb, 3-D mediums
Joella	25 dragons	4	17	2nd	garb, embroidery
Ariona	18 dragons	2	4	2nd	garb, cooking
M'Deth	16 owls	1	19	1st	construction
Esuom	12 dragons	1	4	---	3-D mediums
Nithanalorn	10 dragons	1	6	1st	garb, 2-D mediums
B Scarhart	11 dragons	2	12	2nd	music, photography
Aramithris	11 dragons	4	22	1st	literature, tests, gaming
Fedora	10 dragons	1	5	---	literature, garb
Shylarra	12 garber	1	3	3rd	garb
C Aron	9 dragons	0	2	---	2-D mediums
Nashomi	9 dragons	2	0	---	garb
Ahira	7 garber	0	3	---	garb, gaming
Theo	6 dragons	0	5	2nd	cooking
Kalibria	6 garber	0	3	---	garb, 3-D mediums
Abedon	6 garber	0	0	---	garb

Conclusions- all knights of the serpent are masters in their field and have won multiple cultural events. 84% have placed 1st or 2nd in Crown Qualifications. All make either their own garb or armor. 84% have served as an arts guildmaster. All have placed in garb contests, and 71% have placed in a flat-art category as well. 71% have placed in a writing contest.

Items of interest- when all the cultural contests are boiled down to 9 basic categories, and utilizing a system that awards 3 pts. for a 1st place, 2 for a 2nd, and 1 for a 3rd, then all-time standings per general category are:

Garb:	1- Tawnee/24	2- Esuom/14	3- Gwynne/9
Gaming:	1- Aramithris/20	2- Ahira/16	3- Anneka/7
Tests:	1- Aramithris/29	2- M'Deth/10	3- Tawnee/9
Cooking:	1- Tawnee/17	2- M'Deth/11	3- Joella/9
Performing:	1- Scarhart/36	2- Joella/11	3- Tawnee/9
Combat items:	1- M'Deth/15	2- Aramithris/11	3- Rift/9
3-D mediums:	1- Tawnee/18	2- Esuom/17	3- M'Deth/15
2-D mediums:	1- Gwynne/12	2- Joella/11	3- Tawnee/10
Writing:	1- Aramithris/28	2- Tawnee/12	3- Aredhel/11

Most orders awarded in the modern era (circa 1986-1988) for art and science:

Dragons:	Gwynne- 24	Ariona- 13	Tawnee- 10	Nithanalorn- 10	Joella- 9
Owls:	M'Deth- 9	Aredhel- 5	Esuom- 3	Aramithris- 3	Ozy- 3
Garber:	Gwynne- 27	Ariona- 18	Joella- 13	Tawnee- 8	Shylarra- 7

Knights of the Sword (combat)

Key:

warriors- orders of the warrior

W.M.- highest overall placing at the bi-annual weaponmaster tournament

(tournament success):

E- total number of tournies entered

1,2,3- total 1st, 2nd, and 3rd place tourney finishes

events- total war events won (tournies, quests, special scenarios, etc.)

Dueling- won and lost record in dueling

A- warlords

B- knights of the sword

C- aspirants

	<u>warriors</u>	<u>W.M.</u>	<u>E</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>events</u>	<u>Dueling</u>	
A	Aramithris	18	1st	10	8	2	0	40	97-16
	M'Deth	16	1st	19	6	4	3	28	165-53
	Morluk	15	1st	14	4	3	0	19	111-47
	Nashomi	15	1st	4	2	1	0	21	37-10
	Aredhel	14	1st	19	6	4	1	19	118-45
B	Gilos	9	3rd	20	2	1	5	13	123-103
	Rift	9	---	16	0	3	3	6	33-42
	Zyax	8	2nd	24	3	7	2	8	113-68
	Larce	8	3rd	13	1	2	4	2	38-19
C	Ryah	8	---	16	1	3	2	3	48-46
	Grymlac	7	---	8	2	0	1	5	25-22
	Kurse	6	3rd	15	1	2	4	5	58-36
	Andre	6	---	15	1	3	1	4	62-36
	Xevious	6	---	11	1	0	1	5	27-25
	Hellspawn	5	---	20	1	1	1	1	38-52
	Theo	4	---	14	0	2	1	3	48-30

Conclusions:

Warlords- distinct from all the others in 5 ways: 1) each as won a weaponmaster tourney, 2) each has placed in over half of the tournies he has entered (and won at least a 3rd of those he entered), 3) all are in the vicinity of 20 (or more) war events won, 4) these are the only 5 whom have won more than twice as many duels as they have lost, and 5) all 5 have also won a plunder tourney and either a Crown/champion/or defender tourney.

Knights- 75% have placed at weaponmaster. 75% have won more events than anyone else besides the warlords. All have been either a champion, defender, or guard captain.

Breakdown of tourney results (as per the system in the cultural section):

Single sword:	1- M'Deth/38	2- Gilos/15	3- Aramithris/14
two-handed:	1- M'Deth/13	2- Morluk/10	3- Aredhel/6
open class:	1- Aramithris/12	2- Aredhel/11	3- Zyax/9
spear:	1- Zyax/6	2- Gilos/5	3- Mordn/4
morningstar:	1- Aredhel/9	2- Morluk/9	3- Aramithris/6
sword & parry:	1- Aredhel/16	2- Aramithris/13	3- Morluk/13
archery:	1- Nashomi/8	2- Sterling/6	3- Naes/5
warskills:	1- Nashomi/14	2- Aredhel/11	3- Morluk/6
2 man teams:	1- Aramithris/20	2- M'Deth/19	3- Aredhel/14

Most orders awarded in the modern era (circa 1986-1988) for combat:

Warriors:	Aramithris-8	Aredhel- 7	Larce- 7	Grymlac- 7	Andre- 6
Griffons:	Hellspawn-2	Aredhel- 2	Theo- 1	Grymlac- 1	Larce- 1

Knights of the Flame (service)

Key:

orders- most pertinent to knighthood

court- number of times as monarch, consort, champion, prime minister, scribe

G.M.- number of guildmaster positions held

(major sponsor):

tourney, feast, quest, publication- an "x" in a column indicates sponsorship, organization, and running of a major (entire day) event or project in the listed area.

A- knights of the flame

B- masters of service orders

C- aspirants

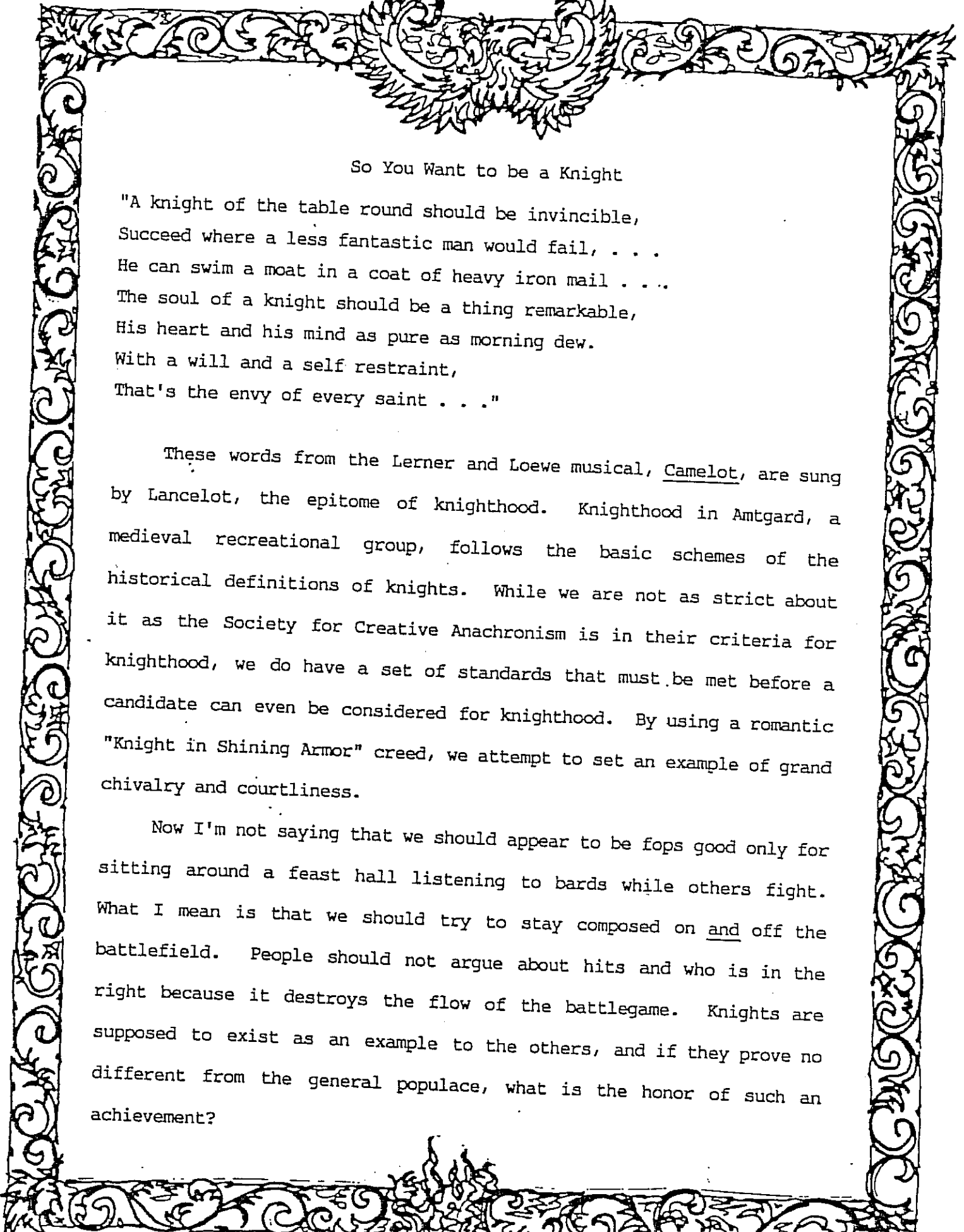
	<u>orders</u>	<u>court</u>	<u>G.M.</u>	<u>tourney</u>	<u>feast</u>	<u>quest</u>	<u>publication</u>
A Aramithris	26 rose	8	21	x	-	x	x
Tawnee	17 rose	3	9	x	x	x	x
Joella	16 rose	6	8	-	x	x	x
Nashomi	13 rose	4	5	x	-	x	x
Gwynne	12 rose	2	4	-	x	-	x
Gilos	11 rose	2	9	x	-	x	x
Theo	9 rose	2	7	-	x	x	-
Ryah	8 rose	2	4	x	x	x	x
B Scarhart	11 rose	1	8	-	-	-	-
C Ghee	8 rose	0	2	-	-	x	-
Ariona	7 rose	1	2	-	x	-	x
Abedon	6 rose	2	1	-	x	-	x
M'Deth	6 rose	3	7	-	-	x	-
Aredhel	5 rose	3	5	-	-	-	-
Kalibria	5 rose	4	1	-	x	-	-
Esuom	4 rose	1	1	-	x	-	-
Ahira	3 rose	1	0	-	-	-	-

Conclusions: knights here are unique in that they are the only members whom have achieved all four of the following- 1) in 2 or more courts, 2) awarded 8 or more roses, 3) been a guildmaster 4 or more times, and 4) sponsored an event in 2 or more separate categories.

Most orders awarded in the modern era (circa 1986-1988) for service:

Roses: Aramithris- 17 Gwynne- 9 Ariona- 6 Theo- 6 Ryah- 6
Lions: Aramithris- 2 Gwynne- 2 Ariona- 2 Theo- 2 Ryah- 2

Categories gleaned to make comparisons are not quite 100% exhaustive, but they are definitive. Individuals not listed can retrieve their records from the prime minister and make their own comparisons. Those in disagreement probably can't be consoled or reasoned with with any degree of success. Neither the figures nor the records lie. To be blunt, there is no evidence to support the claims of all those would be knights and warlords. The corpora seems to work, and honors appear to be fairly apportioned. The information in this article is up to date through August, 1988, though it should serve in the future to help individuals and groups ascertain those attributes that merit the elevation to knighthood.

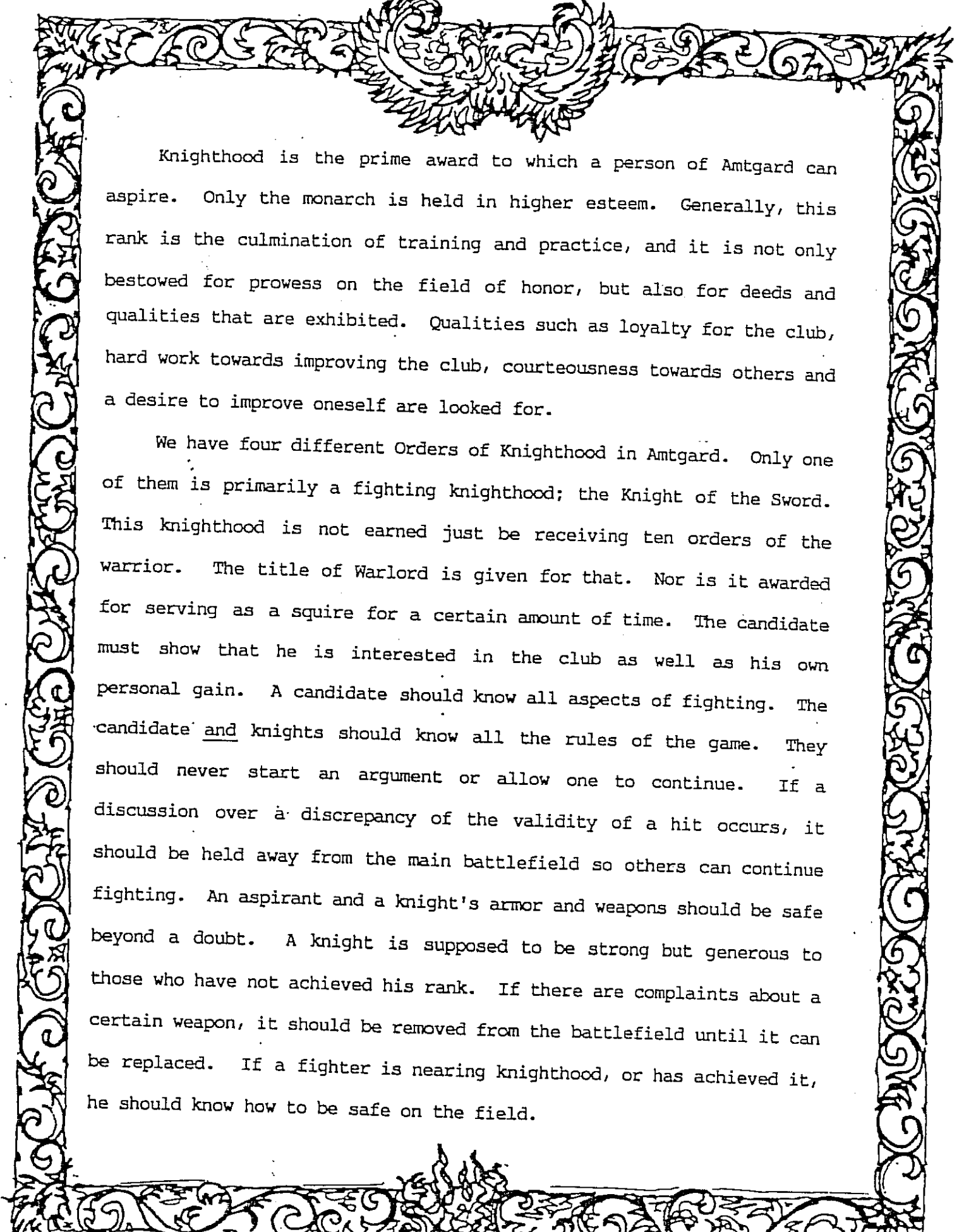


So You Want to be a Knight

"A knight of the table round should be invincible,
Succeed where a less fantastic man would fail,
He can swim a moat in a coat of heavy iron mail
The soul of a knight should be a thing remarkable,
His heart and his mind as pure as morning dew.
With a will and a self restraint,
That's the envy of every saint"

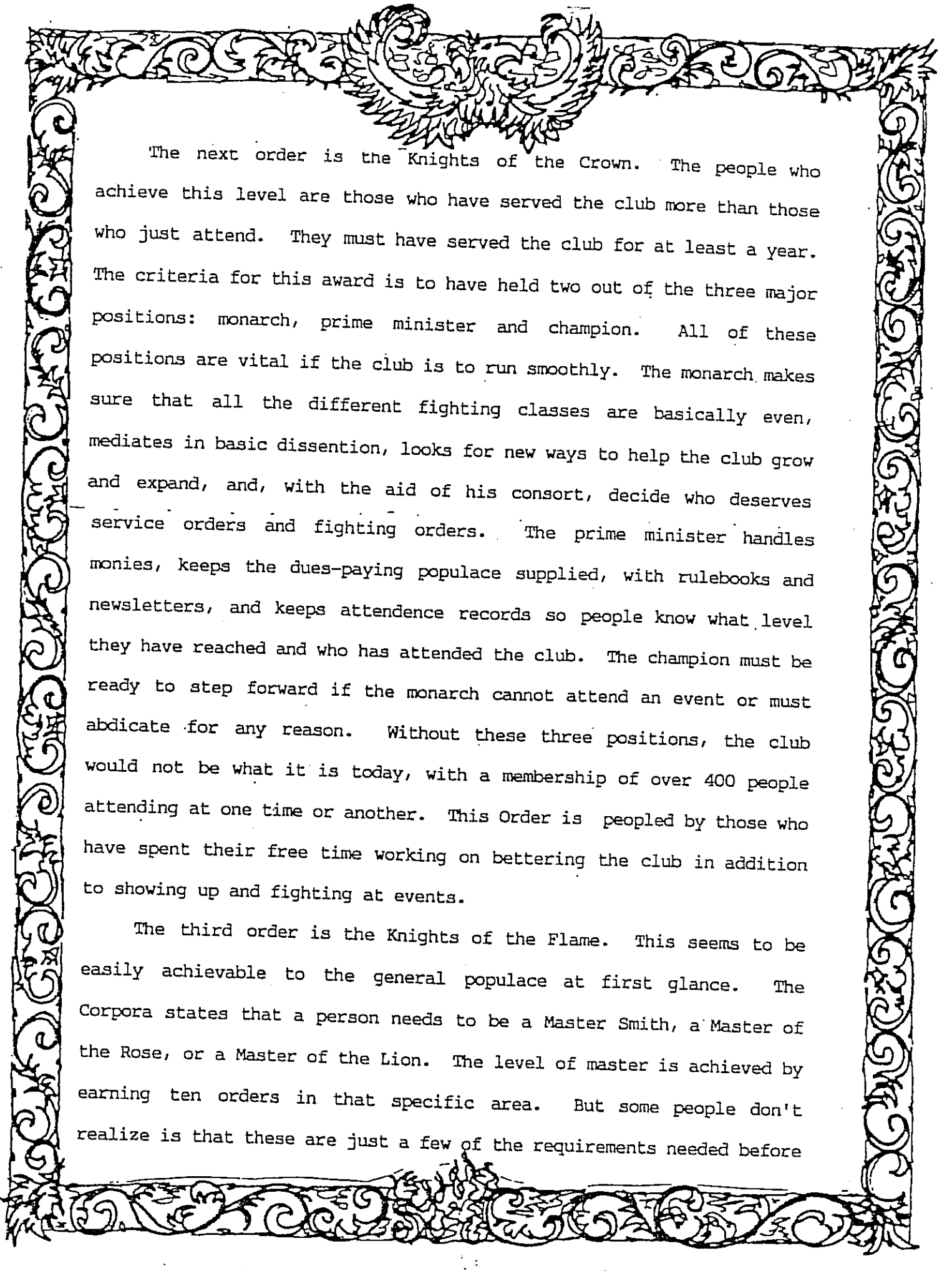
These words from the Lerner and Loewe musical, Camelot, are sung by Lancelot, the epitome of knighthood. Knighthood in Amtgard, a medieval recreational group, follows the basic schemes of the historical definitions of knights. While we are not as strict about it as the Society for Creative Anachronism is in their criteria for knighthood, we do have a set of standards that must be met before a candidate can even be considered for knighthood. By using a romantic "Knight in Shining Armor" creed, we attempt to set an example of grand chivalry and courtliness.

Now I'm not saying that we should appear to be fops good only for sitting around a feast hall listening to bards while others fight. What I mean is that we should try to stay composed on and off the battlefield. People should not argue about hits and who is in the right because it destroys the flow of the battlegame. Knights are supposed to exist as an example to the others, and if they prove no different from the general populace, what is the honor of such an achievement?



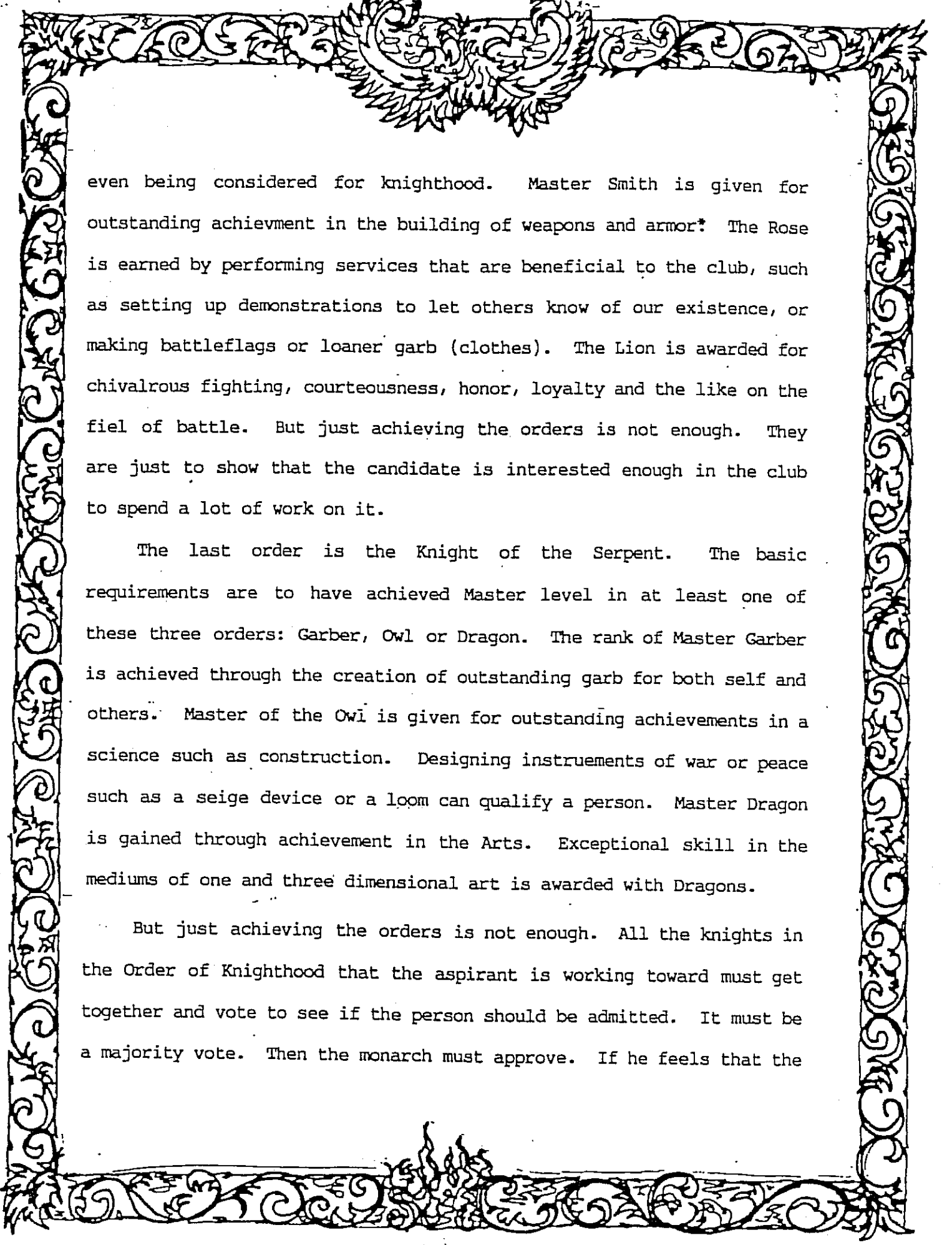
Knighthood is the prime award to which a person of Amtgard can aspire. Only the monarch is held in higher esteem. Generally, this rank is the culmination of training and practice, and it is not only bestowed for prowess on the field of honor, but also for deeds and qualities that are exhibited. Qualities such as loyalty for the club, hard work towards improving the club, courteousness towards others and a desire to improve oneself are looked for.

We have four different Orders of Knighthood in Amtgard. Only one of them is primarily a fighting knighthood; the Knight of the Sword. This knighthood is not earned just by receiving ten orders of the warrior. The title of Warlord is given for that. Nor is it awarded for serving as a squire for a certain amount of time. The candidate must show that he is interested in the club as well as his own personal gain. A candidate should know all aspects of fighting. The candidate and knights should know all the rules of the game. They should never start an argument or allow one to continue. If a discussion over a discrepancy of the validity of a hit occurs, it should be held away from the main battlefield so others can continue fighting. An aspirant and a knight's armor and weapons should be safe beyond a doubt. A knight is supposed to be strong but generous to those who have not achieved his rank. If there are complaints about a certain weapon, it should be removed from the battlefield until it can be replaced. If a fighter is nearing knighthood, or has achieved it, he should know how to be safe on the field.



The next order is the Knights of the Crown. The people who achieve this level are those who have served the club more than those who just attend. They must have served the club for at least a year. The criteria for this award is to have held two out of the three major positions: monarch, prime minister and champion. All of these positions are vital if the club is to run smoothly. The monarch makes sure that all the different fighting classes are basically even, mediates in basic dissention, looks for new ways to help the club grow and expand, and, with the aid of his consort, decide who deserves service orders and fighting orders. The prime minister handles monies, keeps the dues-paying populace supplied, with rulebooks and newsletters, and keeps attendance records so people know what level they have reached and who has attended the club. The champion must be ready to step forward if the monarch cannot attend an event or must abdicate for any reason. Without these three positions, the club would not be what it is today, with a membership of over 400 people attending at one time or another. This Order is peopled by those who have spent their free time working on bettering the club in addition to showing up and fighting at events.


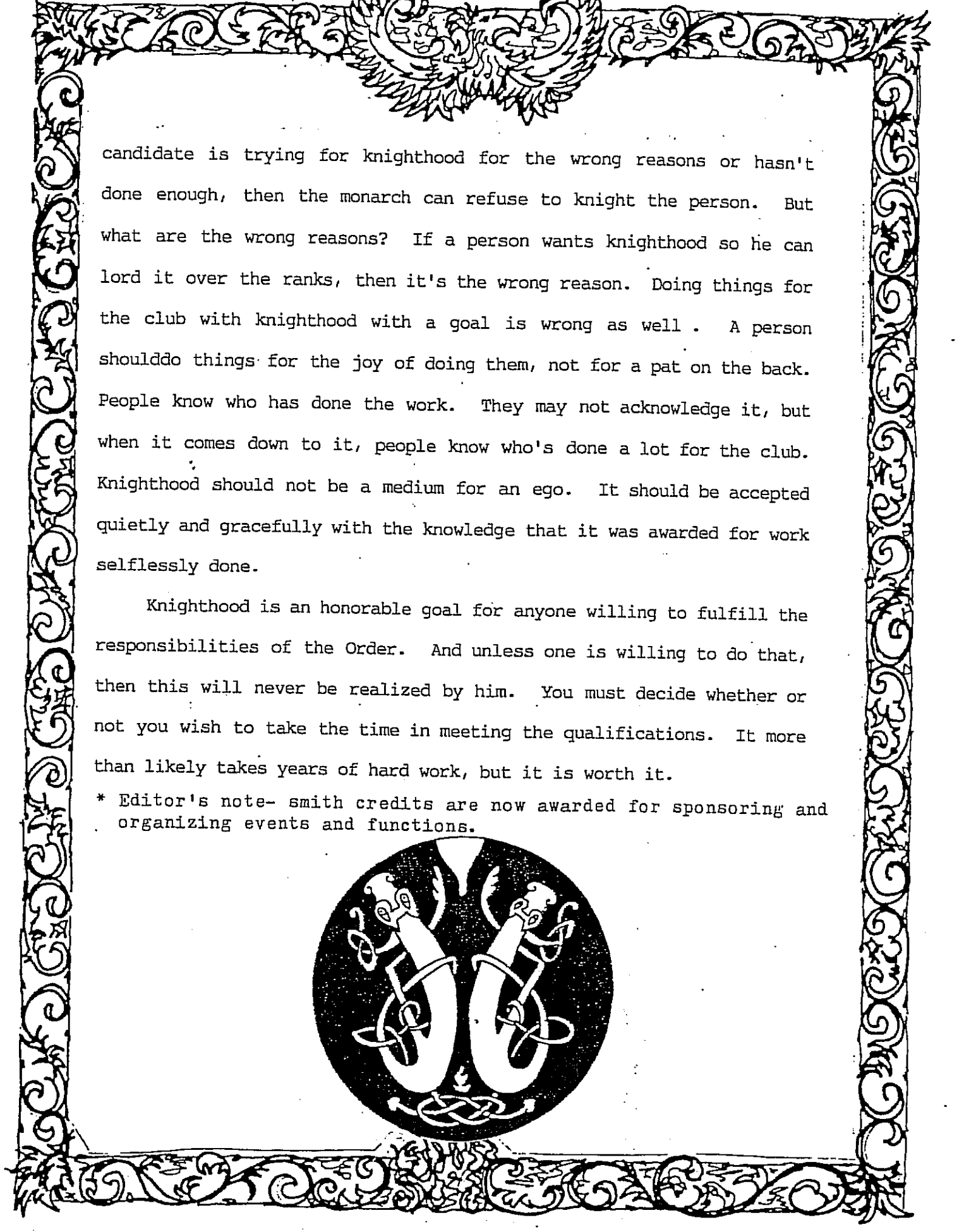
The third order is the Knights of the Flame. This seems to be easily achievable to the general populace at first glance. The Corpora states that a person needs to be a Master Smith, a Master of the Rose, or a Master of the Lion. The level of master is achieved by earning ten orders in that specific area. But some people don't realize is that these are just a few of the requirements needed before



even being considered for knighthood. Master Smith is given for outstanding achievement in the building of weapons and armor. The Rose is earned by performing services that are beneficial to the club, such as setting up demonstrations to let others know of our existence, or making battleflags or loaner garb (clothes). The Lion is awarded for chivalrous fighting, courteousness, honor, loyalty and the like on the field of battle. But just achieving the orders is not enough. They are just to show that the candidate is interested enough in the club to spend a lot of work on it.

The last order is the Knight of the Serpent. The basic requirements are to have achieved Master level in at least one of these three orders: Garber, Owl or Dragon. The rank of Master Garber is achieved through the creation of outstanding garb for both self and others. Master of the Owl is given for outstanding achievements in a science such as construction. Designing instruments of war or peace such as a seige device or a loom can qualify a person. Master Dragon is gained through achievement in the Arts. Exceptional skill in the mediums of one and three dimensional art is awarded with Dragons.

But just achieving the orders is not enough. All the knights in the Order of Knighthood that the aspirant is working toward must get together and vote to see if the person should be admitted. It must be a majority vote. Then the monarch must approve. If he feels that the

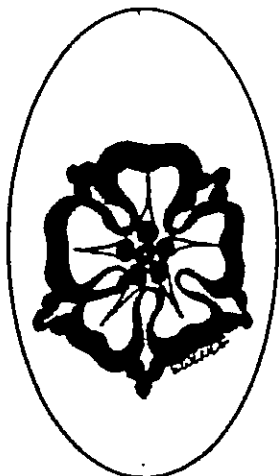


candidate is trying for knighthood for the wrong reasons or hasn't done enough, then the monarch can refuse to knight the person. But what are the wrong reasons? If a person wants knighthood so he can lord it over the ranks, then it's the wrong reason. Doing things for the club with knighthood with a goal is wrong as well. A person should do things for the joy of doing them, not for a pat on the back. People know who has done the work. They may not acknowledge it, but when it comes down to it, people know who's done a lot for the club. Knighthood should not be a medium for an ego. It should be accepted quietly and gracefully with the knowledge that it was awarded for work selflessly done.

Knighthood is an honorable goal for anyone willing to fulfill the responsibilities of the Order. And unless one is willing to do that, then this will never be realized by him. You must decide whether or not you wish to take the time in meeting the qualifications. It more than likely takes years of hard work, but it is worth it.

* Editor's note- smith credits are now awarded for sponsoring and organizing events and functions.





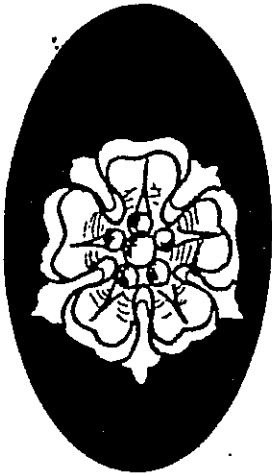
A HISTORY OF AMTGARD AWARDS

Any discussion of Amtgard awards and honors must necessarily begin with that basic building block upon which all other awards are founded, the order. Amtgard orders, as the basic unit of service, are not congruent to their S.C.A. counterparts, which denote a greater achievement over a longer period of time. However, there is a great similarity between masterhood in the Amtgard orders (usually ten or more orders of the same type) and their equivalent S.C.A. awards. Such pinnacles of achievement in both organizations require exceptional and sustained efforts over a period of six months to a year or even longer. The same general comparison can be made between the Amtgard orders of Knighthood and the S.C.A. orders of peerage. They roughly correlate as follows: For service, Amtgard Knighthood of the Flame to the S.C.A. Order of the Laurel; for artistic and scientific achievements, Knighthood of the Serpent to Order of the Pelican; for service in the royalty, Knighthood of the Crown to Order of the Rose; and for fighting ability, Knight of the Sword to Knighthood and/or Mastery at Arms. Comparisons between titles of nobility in the two organizations also show common ground, though more separate and distinct titles exist in Amtgard. Many of the similarities in honors exist not so much in that Amtgard has borrowed from the S.C.A. but rather that people in all places will tend to manifest and acknowledge the same sorts of qualities, both fine and base, that will draw a response from their peers. For example, the four orders of Amtgard Knighthood were developed from careful historical research and much thought. Their resemblance to their S.C.A. counterparts could be termed an accident if not for the social synchronicity mentioned earlier. However, this article is not a comparison between sister organizations, but a study of the awards and honors of Amtgard. Again, such a perusal must begin with that divergence from other weapons societies, the Amtgard order.

The First record of an order received was that of an Order of the Lion by Nashomi in 04/16/83. Back then Lions were symbolic of loyalty to the Crown, and they were the stepping stones towards the goal of Knighthood. At the second Amtgard Allthing on 07/06/83 the Order of the Lion was divided into two categories, non-fighting for loyalty and honor, and fighting for success and chivalry in dueling. This format has remained fairly constant to current times although the term for



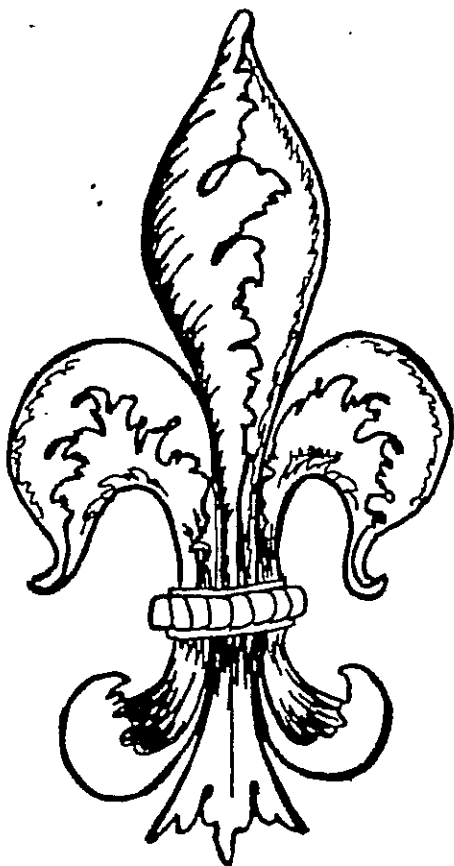
non-fighting Lions was changed to Order of the Griffon in the second edition corpora published on 02/22/86. Nashomi became the first person to receive ten Lions/Griffons on 10/22/83. It became practice to award Knighthood without having the requisite number of Lions, and the achievement of ten Lions and/or Griffons was an honor left in limbo. This was solved by the creation of the title Master of the Lion in the third edition corpora published on 04/04/87. The one order closely linked to Lions and Griffons is the Order of the Warrior. This order was created on 07/06/83 for fighting ability and success. Its basic criteria have never changed, with progression through this order being awarded by various-colored belt favors symbolic of different animals at different levels. The ten-tiered scale culminates at tenth level (ten Orders of the Warrior) with a red and gold belt favor that symbolizes a phoenix. The title for accruing ten or more Warriors is Warlord. On 04/21/84 Nashomi became the first Warlord. Currently there are three Masters of the Lion and six Warlords in the club.



Origins of the other two older Amtgard orders, that of the Rose for service and the Dragon for artistic achievements, remain more obscure. Record keeping in that first year of Amtgard was haphazard, a state not corrected until Aramithris⁺ coming to the Prime Minister's position in January of 1985. It can be shown that the certificates presented on 04/21/84 by King Gilos to certain individuals did include Roses and Dragons, so we know they existed by early 1984. Orders of the Rose originally were meant to go towards the obtaining of the titles of nobility, and this was reiterated in the first Amtgard corpora of laws published on 03/01/85. However, the constant awarding of

unsupported titles by the Unicorn Kings undercut this premise. Later editions of the corpora deleted the order-to-title correlation and established new criteria for titles of nobility, and in the third edition corpora the title of Master of the Rose was created. It is difficult to ascertain who first attained ten Roses, though Smith's Guild publication #20, published on 03/30/85, listed both Tawnee and Heimdale one order short of masterhood. Orders of the Dragon were originally awarded for excellent garb and then for success in Crown Qualification cultural events. Masterhood criteria for Dragons was established at the Allthing on 12/15/84. Tawnee and Joella were listed as the first Masters of the Dragon on 01/19/85. The Smith's Guild was formed on 09/15/84. Three months later, masterhood prerequisites were laid down for Smiths and Garbers, these being twelve credits measured in the following areas: Smiths, service to the club in sponsoring and organizing; and Garbers, service to the club in garb making. These new criteria allowed more diversification in

the awarding of orders. Particularly affected was the Order of the Dragon. It went from primarily being a garb-related order to a true award for the arts. Note the following people whom have achieved Master of the Dragon or are within one order of doing so: Scarhart - music and songwriting, Aron Nelsson - flat art and sketches, Kalil Gilbrion Kenterison - sketches and paintings, Fedora Diane Rhogam - literature. On 06/21/86 Ariona and Gwynne became the first two to achieve masterhood of the Dragon after its creation. Currently on the membership records are five Masters of the Rose, Five Masters of the Dragon, three Master Smiths, and four Master Garbers. Tawnee and Joella hold master-ship in all four of these categories.

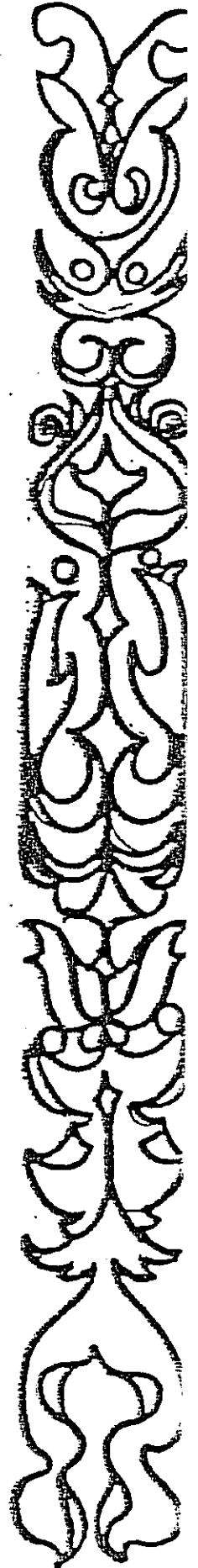


The only widely awarded order not already mentioned is the Order of the Owl for achievement in the sciences. This was created by King Nashomi in late 1984 and was first awarded to M'Deth and Heimdale for their construction efforts at the Siege of the Mountain King on 01/05/85. On 06/21/86 M'Deth became Amtgard's first and only Master of the Owl. Also created by Nashomi were the orders of the Flame, Jovious, Masque, and Walker of the Middle. The first three were orders to be awarded only once every six months for the following reasons: Flame - Outstanding effort by a group, Jovious - outstanding attitude, and Masque - outstanding portrayal of persona. The Walker of the Middle for outstanding conduct as a reeve could be awarded any number of times, but only once to the same person. The first Flame was awarded to the Claw Legion on 11/03/84, and Wolverine Nightstalker received the first Jovious on the same day. Alric of the Emerald Isle became the first Walker of the Middle on 01/19/85.

Aron was awarded the first Masque on 05/18/85. The Order of the Zodiac, awarded for outstanding contributions in a month, started out as a Smith's Guild award. It was first awarded on 03/02/85 and was backdated to include Nashomi, Tawnee, Gilos, and Alric. Four weeks later Joella received the first Zodiac not to be retroactively awarded. The actual term "Zodiac" was introduced in the second edition corpora and the award itself became an official Amtgard order upon publication of the third edition corpora. King M'Deth created the Order of the Hydra on 05/18/85.

Originally awarded for "a multiplicity of service", it has come to be awarded to those whom qualify at the Crown Qualifications. Two orders were created in the shortened reign of Aredhel in the Summer of 1986. These were the Order of the General, awarded for tactics and strategy, and the Order of the Phoenix, created by Princess Consort Kalibria to honor outstanding contributions to Amtgard outside of the context of the club. As of present neither has caught on as official orders although two Phoenixes have been awarded. The most complete correlations between orders and the four orders of Knighthood to date came about with the publication of the third edition corpora by King Aramithris in April of 1987.

Knight of the Crown was technically the first order of Knighthood to appear at Amtgard. Today it is awarded for six months service as Monarch or twelve months service in the Royal Court. Originally it was awarded to the Monarch and the Champion upon taking up their positions. At the first Crown Tourney on 03/27/83, Tawnee Darkfalcon was knighted as Queen and Joella Starwatcher was knighted for being Champion. King Gilos Dawnhope and Champion Thanos Darksided continued this tradition at the second Crown Tourney on 10/22/83. There being only one order of Knighthood until April of 1985, those having already been knighted received no further position upon becoming Monarch or Champion until the new criteria set forth on 04/12/85. Nashomi the Silver Wolf, the fourth Monarch of Amtgard, and his Champion, Tawnee Darkfalcon, were the first two knights to ascend to the royal court. Asmund Heimdale Haroldsson was the first Knight of the Crown to achieve the then listed criteria of ten Orders of the Lion required for Knighthood. This would set a precedent for the later creation of Knight of the Flame. Sir M'Deth of Benden became the first Monarch to be knighted at the end of his term of office and was the first person to achieve Knight of the Crown after its designation as a unique order of Knighthood among four.



His Champion, Rift Gorhan tele, was the first Champion not to receive automatic Knighthood, although he was later belted as a Knight of the Sword. On 05/04/85 the four orders of Knighthood were backdated to include all members eligible under the current criteria. As of this writing there are nine people, seven of them active, who are eligible to wear the white and gold of Knights of the Crown. Interestingly enough, all nine belong to at least one other order of Knighthood.

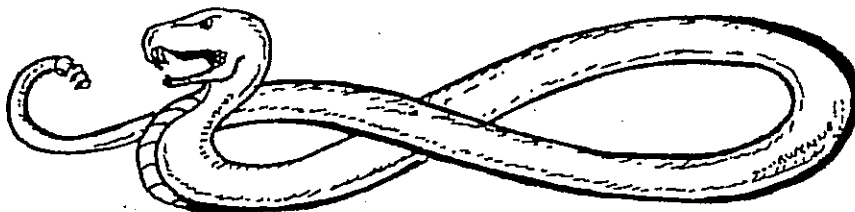


Knight of the Flame is a service order designated by the colors white and red. It's basic criteria is masterhood in the service orders, this originally being ten Orders of the Lion. On 10/21/83 Nashomi was the first Knight to qualify under these criteria. During his reign as Monarch Andralaine of Stonehelven, Deth the Direhearted, and Charloc Darkstar became the first three people to be knighted without having achieved any listed criteria. This was partially rectified on 05/04/85 when Deth was officially listed as a Knight of the Sword, achieving Warlord status two weeks later. Knight of the Flame became a dumping ground for Knights whose qualifications or lack thereof didn't qualify them for any other order. Former Champions Thanos Darkside and Conan Ator Morningstar were listed as Knights of the Flame and Peter Le Grue, who had always referred to himself as "Sir", was officially listed as a Knight of this order by King Nashomi. In 1985 there was a push to grant automatic Knighthood to squires, but as of this date only Charloc and Hellspawn Soulcrusher the Dark are Knights due to holding the position of squire. On 05/04/85 Kalibria de Grenoille and Aramithris of Meadowlake became the first two Knights of the Flame after its creation as a distinct order. In both cases it was their first belt. Today there are thirteen Knights of the Flame, seven of them active. Six of this order's Knights, five



of them active, are also Knights of the Crown, seeming to indicate that the royalty are indeed the service-oriented members. In a fortunate divergence with its early history, the order of Knights of the Flame has had only one new inductee in the past eighteen months, that being Amaryah hap Illys de Viscolo who was knighted by King Aramithris on 10/25/86.

Knight of the Sword is theoretically the highest combat award in Amtgard, although it has been demonstrated that the position of Warlord is harder to obtain. This order's colors are white and silver and membership is limited to individuals who have shown great fighting prowess on the battlefield and in tournaments. All eleven Knights of the Sword have won at least one tournament. Six are Warlords and ten out of the eleven have eight or more orders of the Warrior. The only exception to this was the controversial knighting of Johann Von Balduinseck by King Morluk on 05/17/86. This order was created at the Allthing of 04/12/85 and as the other orders, was backdated to include all eligible members. Thusly, Morluk the Merciless of Throm, Warlord and Weaponmaster, received the order of the Swords credit for having been knighted at the Champion's Tourney of 12/10/83. M'Deth was the first person to be inducted into this new order on 05/04/85, the same day he became king. Two weeks later he sealed this appointment by his victory at the Weaponmaster Tourney. In fact, no one has ever won Weaponmaster and not become a Knight of the Sword. Seven Knights of this order are still active. Seven of the eleven are also Knights of the Crown, but only four are Knights of the Flame. Former Monarchs Gilos, Heimdale, Nashomi, and Aramithris all belong to the three orders of knighthood already mentioned. Although the criteria has recently been stiffened in the current edition of the corpora, this order still appears to be the quickest way to achieve knighthood. Out of the nine white belts awarded in 1986-87, four of them have been for Knight of the Sword.



The fourth and last order of Knighthood is the order of the Knights of the Serpent. Its green and white belt is awarded for excellence in the arts and sciences, and this award is often, but not always awarded to Masters of the Owl and/or Dragon, and Master Garbers. It is the smallest order of Knights, with only six members, four of whom are active in the club. Order of the Serpent was created at the same time as the Knight of the Sword, and Joella and Tawnee were its initial members. Esuom aph'taed was inducted by King Nashomi on 05/04/85, although M'Deth was the first knight of this order to achieve it after the creation

of the order. His knighting on 11/01/86 made him the only Knight of the Serpent to have received it for excellence in the sciences rather than the arts. Lady Gwynne, and Ariona Mixtatl of the Bearclaw, both already Master Garbers and Masters of the Dragon, were the first two knights to receive their belts for achievements in the arts when they were knighted by King Aramithris on 03/07/87. Three of the Knights of the Serpent belong to no other orders while Tawnee, Joella, and M'Deth all belong to two other orders. M'Deth is the only joint Knight of the Serpent, Knight of the Sword.

The titles of nobility awarded to former royalty are the honors least changed since their inception. The title of Duke is awarded to a Monarch at the end of his term. Tawnee became the first Duchess on 10/22/83 and Gilos became the first Duke on 04/28/84. Heimdale, upon leaving the crown on 04/26/86 after his second term as King, was the first Monarch not to receive a title. His predecessor, Morluk, was the first King to abdicate. On 07/26/86, his Champion, Aredhel Kemenva, took up the slack as Regent. At the crown feast of 10/25/86 Aredhel was recognized for his service by King Aramithris and was awarded the title of Earl. Morluk had already been made a Viscount. At this same crown feast Aramithris became the first elected King and as such, on 04/25/87 became the first Duke who had been voted in as Monarch. On the same day Aredhel got his second chance at being King and became the second ever elected Monarch of Amtgard. Six members hold the title of Duke or Duchess. The other honor reserved for former royalty is the position of Count. The titles of Count and Countess as honors bestowed on former Prince and Princess Consorts was instigated by King Nashomi in early 1985. At the time he was the only Count in Amtgard. His Princess Consort, Shindea of Winddragon, became the first Countess on 05/04/85. This title was not backdated, but this was largely remedied when Kalibria, who had been Princess Consort to Kings Gilos, Morluk, and Aredhel, became a Countess on 10/25/86. On 10/26/85, Tawnee, then Consort of King M'Deth, became the first person to hold both the titles of Duchess and Countess. Note that Aredhel's title of Earl for serving as royal regent is a title equivalent to Count. There are six Amtgardians with the title of Count or its equivalent.

The title of Baron has come to be reserved for former Prime Ministers. The last four Prime Ministers, starting with Aramithris on 07/20/85, have received this title. The title was originally given to those who left the Burning Lands to form Amtgard chapters in other cities. Thanos, on 05/07/83, was the first to receive the title for this purpose. Eight more Barons, and zero Amtgard chapters later the practice was discontinued. Heimdale was the only Amtgard member to become a Baron while neither having left town or served in the capacity as Prime Minister. The only title of Marquis ever awarded was to Nashomi by King Heimdale in the Fall of 1984, and Andralaine (also awarded by

Heimdale) is the only Viscountess. These titles were not awarded as per the criteria set forth at the time although this has been partially alleviated by altering the criteria in subsequent editions of the corpora, and backdating its application. At the crown feast of M'Deth on 05/18/85, Kalibria, Shylarra, and Joella became the club's only three Baronets, these positions being awarded for the three's efforts as club officers. Of Lords and Ladies there is a multitude, this service title adorning the names of some twenty-three club members. Several departing members have been lorded in anticipation of them forming new chapters. Of the remainder, thirteen are still active. The first lording on record is that of Aron Nelsson on 01/14/84 and the most recent was Michael of the Belt Pouch on 04/11/87. Of the 450 to 500 people that have attended Amtgard to this date, forty-six have received titles of nobility and/or knighthood, a percentage of approximately 10%. Twenty-one members, fifteen of them active, have received two or more titles; and twelve people, eight of them active, have received three or more titles.

There are some miscellaneous awards that deserve mention. The rather nebulous title of Defender (not to be confused with Princess' Defender), bestowed upon former Champions of the Realm, was first awarded to Tawnee on 05/04/85. The first person to win the Weaponmaster Tourney and thus acquire the title of Weaponmaster for six months was Morluk on 05/19/84. Princess Consort Shindea created the title of Princess' Defender and awarded it to Heimdale at the Crown Tourney of 11/03/84. Aramithris was the first person to earn this position by rite of combat on 08/23/86. Shindea also made Shylarra the First Handmaiden to the Princess, although this position has since disappeared. Other firsts in noteworthy positions: Scribe - Nashomi (05/19/84), Guildmaster of Reeves - Gilos (08/04/84), Guildmaster of Smiths - Aramithris (10/20/84), Captain of the King's Guard - Rift (05/04/85), Court Bard - Ajax Assmasher (11/03/84), Court Jester - Theo, Prince of Assassins (10/22/83), Court Herald - Aron (10/18/86), First Lady in Waiting - Tawnee (04/25/87). The name "Amtgard" was coined at the club's founding in February of 1983 by Peter Le Grue. The first actual company was the Starquesting Dragons, also formed in February of 1983. Gilos and Nashomi undertook the first rewriting of the rulebook in September of that year. The Chapter of the Burning Lands was formed in October of 1984. Guildmaster elections were instituted on 10/22/84. An elected ruling council was formed at this time but was disbanded in the Summer of 1985. The first Amtgard corpora of laws was published by Nashomi on 03/01/85. In July of 1985 came word of the first Amtgard group formed in another city, that one being the Kingdom of the North Windlands in Chicago. In the second half of 1986 Ryah began to computerize the club records, and Aredhel appointed the first Arts and Sciences Guildmasters in September of 1986. The Amtgard rulebook was copyrighted in late 1986 and early 1987. On March 6, 1987 Amtgard, Kingdom of the Burning Lands was incorporated as a non-profit corporation.

- Aramithris -