

The Independent Duchy of the Midnight Sun Offers a Timeline and Recollection of Events to this Point

The IDMS has grown up near to the Kingdom of Emerald Hills and we have each played parts in the other's history. Many of their players' names are written here. For the sake of simple reference, our leaders' names are here next to theirs. In effort to offend no one with forgotten titles, no titles have been used. This account was compiled through interviews and records but only from the side of IDMS. All dates are approximate and name spellings are best guesses. Please ask anyone who is mentioned herein, from any group, his interpretation before making a judgment.

Duchy of the Midnight Sun

Kingdom of Emerald Hills

7/94 DunRaven	6/94 Selka
1/94 Morphea	12/93 Wolverine
7/93 Scum (DunRaven Protém)	6/93 Cabal
1/93 Thanatos	12/92 Astin (Thorin Protém)
7/92 Cearen	6/92 Kaz
1/92 Marik (Merth Protém)	10/91 Aron
7/91 Cearen	4/91 Lorn
1/91 Eric	12/90 Ivan (Nevron Protém)
7/90 Fflewellyn	?/90 Gareth

In July of 1990, an Amtgard rulebook came into the hands of a group of roleplayers in Dallas from a friend who was a member of Celestial Kingdom in Killeen. The new group called themselves the Barony of the Midnight Sun. During the reign of their first Baron they taught themselves to build weapons, learned the rules, made garb and practiced fighting. They took 1/2 credit per week as per CK's policy then (as told to them).

MS members had heard of a local kingdom but couldn't find them. In late 1990 MS discovered the Barony of Ironcloud, a EH park, and began to visit and play there with Wolfpack. EH was going through a difficult Protém transition and the first Midnight Sun - Emerald Hills disagreement began. EH first questioned our credits since their policy was 1/4 credit for fighter practice. The disagreement then turned into an argument over the right of MS to exist independently of EH. The corpora (the same corpora still in use in most lands) mentioned independent groups

but didn't spell out their specific abilities and limitations, and so MS continued as an independent entity, but reduced itself to the Shire of Barwicke.

Raymare, a founding member of IDMS, was allowed to run against Lorn in 1991 for the position of King of EH. He lost but earned a Hydra and Griffin and cooperative play continued between the two groups through Lorn's mid reign. Cearen asked to run for Prime Minister of EH, assuming that since Raymare had been permitted, he also would be. Cearen was told that unless the entire Shire joined he couldn't run. Cearen offered to join but was told that he wasn't enough. Barwicke declined and cooperative play declined until the arrival of Aron.

Aron had befriended Cabal, another founding member of MS. This connection lead to several MS members becoming Saracens including Cearen, Raymare, and Thanatos. When Aron became King of EH, Cearen (by then a chieftain) and his band served as Aron's personal guards and thwarted an assassination attempt against all of the present crowns at the Investiture of Golden Plains.

It was also during Aron's reign that MS (still calling itself the Shire of Barwicke) merged with Shadowdale, a group which had been run by Kaz, and officially became the Independent Duchy of the Midnight Sun. With no written guidelines available on governing an Independent Duchy, Aron, Cearen and Raymare worked out that the Duchy would have the power to grant titles and at one level below a kingdom (ie. stepping down Duke receives Count title, etc.) and bestow any honor or award other than knighthood. This was passed by King Rufus of Celestial Kingdom and King Euric of Golden Plains with nary a complaint.

Cooperative play continued between the groups. Kaz stepped up as King of EH. At the Clan War of 1992, IDMS (allied with EH since Aron's reign) fought along side our neighbor kingdom. Cearen discussed then the Duchy's intentions to seek kingdom status and Kaz asked him to instead consider joining EH. Talks were in process until, at his mid reign court, Kaz while announcing the possibility of our joining, ended his speech with "Until then, all honors and awards given by the Midnight Sun will not be recognized by any kingdom in Amtgard. Court's dismissed." Afterward the visiting monarchs, Rufus and Euric, irritated that Kaz hadn't allowed them audience during court or given anyone the opportunity to refute his statements, approached Duke Cearen with the promise that "Whatever awards and honors you want signed off on, tell us and it's done."

Midnight Sun has been at odds with EH ever since but IDMS members still attended their events, served at their feasts and fought with EH. More recent monarchs including Cabal (an ex MSer), Wolverine and Selka have all discussed the desire to have us join but Queen Selka most recently told Duchess Morpheia that she

didn't believe a merger possible. Hard feelings still exist among some individuals in both groups.

Midnight Sun began a policy of running its bigger awards (titles above Lord and Masterhoods) through the monarchy of friendly kingdoms including King Zol of Golden Plains, Egil of Dragonspine and Queen Selka. Many times over the years IDMS has requested a copy of the Amtgard contract and other paperwork and not yet received it. Some of those times include:

GP Investiture -- Thanatos asked Tawnee

Ivar's Step Down from GP -- Thanatos asked Ivar

Tenth Year Clan -- Thanatos asked King Aramithris, Gwynne, & Quinn

Spud War -- Thanatos asked M'deth

DS Investiture -- Cearen asked King M'deth

June 1994 Internet Open Letter -- MS BOD asked Ivar

The Independent Duchy of the Midnight believes in the growth of Amtgard. We hope you will choose to help us with our goal at Clan 1994. The following is from the original (and last universally accepted) corpora.

III. An Amtgard splinter group (chapter) may achieve Kingdom status, and all privileges and responsibilities associated thereof, upon completing the following criteria. There is nothing to stop a splinter group from forming as they see fit. These are only suggestions to help promote stability and continuity between separate chapters of Amtgard.

Kingdom Criteria:

- A. One years existence as an Amtgard group.
- B. Documentation of sustained battlegame attendance not less than 1/4 of that of the parent chapter.
- C. Development and utilization of a crown selection process similar to that of the Crown Qualification listed in section 6.0.
- D. Signatures of a majority of a the splinter group's members on a petition requesting Kingdom status.
- E. A majority agreement by the Monarchs, Consorts or Regents, and Prime Minister of all Kingdoms already in existence. A negative vote by these principals must be detailed and justified in a written document to be presented to the populaces of all Amtgard political entities (whether Kingdom size or smaller) involved. Rejected potential Kingdoms may call for a vote by all active contributing Amtgard members to settle the issue. The election would be handled by the involved groups Prime Ministers. (or equivalent officers)
- F. Kingdom status requires a group to choose its own Monarch and Kingdom officers.