

The Official Corpora
of the
Kingdom of Neverwinter

04/23/01

Foreword

It is the dream of every group that plays this game to be in the position that the Neverwinter Alliance is in right now. It started as a far off dream almost two years ago at the first meeting of Monarchs. Could so many groups with so many differences put them aside and work together towards a unified Florida? Using the skills that every group possesses, Florida has finally made it, the newest Kingdom to Amtgard, Neverwinter.

This Corpora is the product of hundreds of hours of work put in by many people from several different groups. I hope that what the corpora committee has come up with is a solid document that enhances the game we love so much. It is my dream that future groups that push for Kingdom status will look upon this work and use this corpora as their base.

I would like to give thanks to those that have helped so much to make this corpora materialize. First, thank you to the Kingdom of the Wetlands. Without your corpora, I would have been lost. Thanks to the Corpora committee (Tonbo, Kitirat, Kudzu, Evil Ryss, Roger, Ahirman, and Brother Anthony). Hawk, for spending many hours on something that we ended up killing, sorry. Amc, Bright Angel, and Amethyst for editing. Kelbo and Dramok for sifting through the first draft editing. Very special thanks to Tonbo, Evil Ryss and Kitirat for the 11 hour Corpora meeting from hell, thanks guys. If I have missed anyone I am sorry.

Living the Dream,
Duke Auwyne Esquire
Head of the Corpora Committee

Table of Contents

1) KINGDOM MEMBERSHIP	PAGE 4
2) ATTENDANCE CREDITS	PAGE 4
3) DUES AND POLICIES OF THE TREASURY	PAGE 5
4) CROWN OFFICES	PAGE 5
5) BOARD OF DIRECTORS	PAGE 10
6) ALTHING	PAGE 11
7) KINGDOM EVENTS	PAGE 12
8) REMOVING KINGDOM OFFICERS	PAGE 13
9) CLARIFYING RULES AND LAWS	PAGE 14
10) KINGDOM PROVINCES	PAGE 14
11) CIRCLE OF KNIGHTS	PAGE 20
12) HONORS AND AWARDS	PAGE 21
GLOSSARY	PAGE 27

1) **Kingdom Membership:** Though not required of Amtgard members, certain positions and prerogatives may only be applicable to Citizens.

1.1) Citizens - Being a Citizen allows you to attend all Neverwinter functions, receive Kingdom newsletters, vote in Kingdom government (including Althings and elections) and to run for Kingdom office. To be considered a Citizen you must meet the following requirements.

1.1.1) A Kingdom waiver must be signed.

1.1.2) If under 18, a waiver must be signed by parents or legal guardian.

1.1.3) Be currently paid up in dues (section 2).

1.1.4) Must have signed-in at any Neverwinter province at least 6 times in the last six months.

1.1.5) May not be an active member of any other Amtgard kingdom.

1.1.6) Citizens are entitled to one copy of the most recent Amtgard rules of play and corpora at the beginning of their membership. However, note that a province is not obligated to provide materials to a member if the cost of those materials exceeds the sum of the dues that Citizen has paid.

1.1.7) Must abide by all Amtgard rules of safety as defined in the most current edition of the Amtgard Rules of Play.

1.2) **populace** - Individuals who choose not to pay dues will be considered populace. Populace members may attend all Neverwinter functions. They do not have voting rights in Kingdom government, nor may they run for any Kingdom office (unless stated otherwise in this Corpora).

1.2.1) A Kingdom waiver must be signed.

1.2.2) If under 18, waiver must be signed by a parent or legal guardian.

1.2.3) Must have signed-in at any Neverwinter province at least 6 times in the last 6 months to be considered active.

1.2.4) May not be an active member of any other Amtgard kingdom.

1.2.5) Must abide by all Amtgard rules of safety as defined in the most current edition of the Amtgard Rules of Play.

2) **Attendance Credits**

2.1) Attendance credits are given out for attending Amtgard functions.

2.2) One credit will be given out for each day of class battles.

2.3) Attending any scheduled fighter practice earns an individual 1/3 credit. No more than 1/3 credit may be earned in any one week through attending fighter practices. Credits must be placed in any non-magic, non-monster fighting class that the individual can legally play. Note: Must use weapons that the class (signed in as) can use.

2.4) No more than (2 + the number of weekends) credits may be earned in a single month.

2.5) The first six credits attained in a class must come from battlegames or events.

- 2.6) The Monarch may choose to award credits, these may exceed the limit. Examples are for traveling to major events, excellent attendance, etc.**

3) Dues and Policies of the Treasury

- 3.1) Dues will be paid to the provincial Chancellor.**
- 3.2) Donations (money donated to a group above and beyond the standard dues structure) may be made directly to the Kingdom through the Prime Minister or to the local province. Donations made at the local level need not be forwarded to the Kingdom.**
- 3.3) Dues are \$6 for six months. Though not required of the populace, certain positions and prerogatives (such as voting in elections) may only be applicable to Citizens (section 1.1).**
- 3.4) Membership dues are split between the Kingdom and the local groups as follows:**
- 3.4.1) Shires keep 95% of their dues and pass on 5% to the Kingdom.**
 - 3.4.2) Baronies keep 90% of their dues and pass on 10% to the Kingdom.**
 - 3.4.3) Duchies keep 80% of their dues and pass on 20% to the Kingdom.**
 - 3.4.4) Grand Duchies keep 70% of their dues and pass on 30% to the Kingdom.**
- 3.5) Local groups should pay Kingdom required percentages of dues collected over the last three months; one month before their Coronation and one month before their Midreign.**
- 3.6) All expenditure of Kingdom monies (beyond Corpora allotment) must be requested and approved in writing (if possible) in advance by both the Monarch and the Prime Minister.**
- 3.7) For each Kingdom event, a budget should be prepared by the autocrat and approved in advance by the Monarch and Prime Minister.**
- 3.8) Receipts are always required for any expenditure. No reimbursements for expenses will be made without a receipt.**

4) Crown offices

- 4.1) Floating Crown**
- 4.1.1) Any Citizen, from any province, may run for any Crown office position provided they meet the requirements.**
 - 4.1.2) Advanced written notice of intent to run for any Crown office (except the Prime Minister) must be received by the Prime Minister one month before Crown Quals.**
 - 4.1.3) Advanced written notice of intent to run for the Prime Minister office must be received by the Monarch one month before Midreign.**
 - 4.1.4) The Prime Minister will provide a list of all candidates to all chancellors within two days after Crown Quals.**

- 4.1.5) A Champion's tourney will be held at Crown Quals for any qualified members (section 7.3) who wish to be Champion.**
 - 4.1.6) The Chancellors will hold elections one week after Crown Quals. The results must be sent to the Prime Minister no more than two days after the election.**
 - 4.1.7) The Chancellors will hold the second election (if needed) two weeks after Crown Quals. The results must be sent to the Prime Minister no more than two days after the election.**
 - 4.1.8) The Chancellors will bring all votes from the election to the Coronation for the Prime Minister to verify.**
 - 4.1.9) Those running for Monarch, Regent, or Champion will meet in a predetermined region to hold Crown Quals.**
 - 4.1.9.1) Crown Quals will rotate between regions.
 - 4.1.9.1.1) Three regions will be set up north, central, and south.
 - 4.1.9.1.2) The north region will be north of latitude 29.
 - 4.1.9.1.3) The central region will be between latitude 27 and 29.
 - 4.1.9.1.4) The south region will be south of latitude 27.
 - 4.1.9.1.5) The provinces within said regions will work together to run Crown Quals.
 - 4.1.9.2) The region in which the out going Regent resides in will host the Coronation feast.
 - 4.1.9.3) The out going Regent will be the autocrat for the Coronation feast.
 - 4.1.10) The region that will host Crown Quals must issue a schedule of events no later than six weeks before Crown Quals.**
- 4.2) The following standards must be completed by all Citizens who wish to run for Monarch, Regent, or Champion:**
- 4.2.1) Must complete Crown Quals (section 7).**
 - 4.2.2) The officers will be determined in the following manner:**
 - 4.2.2.1) The Monarch will be elected (section The Champion will be the winner of the Crown Tournament unless elected to a higher position.
 - 4.2.3) The elected officials and the Champion will hold their position for six months.**
 - 4.2.4) No person will hold the same office for more than two consecutive terms.**
 - 4.2.5) No person may hold a Crown position and provincial office at same time.**
 - 4.2.6) Will forfeit their position if they miss more than 4 weeks in a row or twelve weeks total. Exception: the Althing will consider special situations.**
- 4.3) **Monarch (King or Queen):** The Monarch acts as the executive head of the kingdom. They are responsible for insuring that the affairs of the Kingdom are handled smoothly. They share administrative duties with the Prime Minister and are the focus of leadership in the Kingdom. It is also the Monarch's duty to make the populace of the Kingdom aware of relevant events, usually acting through the local monarchs.
- 4.3.1) General Information/Qualification of Office:**
 - 4.3.1.1) Must be 18 years of age or older.
 - 4.3.2) Responsibilities**
 - 4.3.2.1) Will schedule and preside over a meeting of provincial leaders to schedule required Corpora events and other Kingdom level events.
 - 4.3.2.2) Will give a calendar of all Kingdom events for his reign to the Prime Minister within 30 days after Coronation for publication.
 - 4.3.2.3) Will preside over and conduct all Kingdom level ceremonies and functions.
 - 4.3.2.4) Will solicit a list from provincial leaders of proposed recipients of Kingdom level awards not less than 30 days or more than 60 days before Midreign or Coronation.
 - 4.3.2.5) May bestow Honors and Awards as listed in Section 12.

- 4.3.2.6) May choose to award additional credits.
- 4.3.2.7) Will hold an automatic seat on the B.O.D. during their term.
- 4.3.2.8) May spend up to 5% of the treasury every month in order to run the Kingdom. The B.O.D. must vote on any expenditures (over 5%) of the treasury. Any of that percentage not spent does not accumulate. Receipts must be provided to Kingdom treasurer for all expenditures.
- 4.3.2.9) May remove any title of nobility from a Citizen or Populace of Neverwinter with the agreement of the Regent.

4.3.3) Benefits

- 4.3.3.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Monarch before their election will be held and will carry over until after their reign.
 - 4.3.3.2) Eligible for the title of Duke upon successful completion of an exceptional term in office.
 - 4.3.3.3) Will hold an automatic seat on the Board of Directors for one King's reign upon stepping down from a completed term.
- 4.4) **Regent (Crown Prince):** The Regent is responsible for promoting the growth of the arts and sciences in the Kingdom. They succeed the Monarch should the Monarch be unable to fulfill their duties.

4.4.1) General Information/Qualifications of Office

- 4.4.1.1) Must be 18 or older.

4.4.2) Responsibilities

- 4.4.2.1) Will be responsible for the next Crown Coronation feast.
- 4.4.2.2) May bestow honors and awards as listed in Section 12.
- 4.4.2.3) Will become the Pro-Tem Monarch if the present Monarch should become unable to fulfill their duties before the end of their term.
- 4.4.2.4) Will work with the Monarch to solicit a list of proposed recipients for appropriate awards.
- 4.4.2.5) Will be responsible for fostering the growth of arts and sciences within the Kingdom.

4.4.3) Benefits

- 4.4.3.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Regent before their election will be held and will carry over until after their reign.
 - 4.4.3.2) Will be eligible for the title of Baron or equivalent, upon successful completion of an exceptional term in office.
- 4.5) **Prime Minister:** The Prime Minister is the primary record keeper of the Realm. They make sure the Kingdom paperwork is up to date and collect fees and taxes for the Kingdom. The Prime Minister is also responsible for handling the majority of the elections in the Kingdom. They work in conjunction with the King to make certain things get done.

4.5.1) General Information/Qualifications for Office

- 4.5.1.1) The election for Prime Minister will take place at Kingdom Midreign. The winner of this election will become the Prime Minister for six months.
- 4.5.1.2) Must be 18 years of age or older.
- 4.5.1.3) Must pass the reeves and corpora test with a 75% or higher.

4.5.2) Responsibilities of Office

- 4.5.2.1) Will assist the Kingdom treasurer in the collection and account handling of Kingdom funds.

- 4.5.2.2) Maintain accurate records on the dues paid status, awards status and attendance status of all Kingdom members.
- 4.5.2.3) Is responsible for providing rulebooks and newsletters to Kingdom Citizens.
- 4.5.2.4) Will hold an automatic seat on the Board of Directors during their term.
- 4.5.2.5) It is strongly recommended that candidate have access to a computer to update the records.
- 4.5.2.6) Will publish a newsletter at least once each calendar quarter. Full disclosure of Kingdom financial transactions will be published in said newsletter at least once per term.
- 4.5.2.7) Will provide, on demand, full financial disclosure to the Monarch, Board of Directors or Althing.
- 4.5.2.8) May spend 5% of the treasury every month in order to run the Kingdom. The B.O.D. must vote on any expenditures (over 5%) of the treasury. Any of that percentage not spent does not accumulate. Receipts should be provided for all expenditures.
- 4.5.2.9) Must give the chancellors a list of qualified candidates, running for any Crown office, with in two days after Crown Quals

4.5.3) Benefits

- 4.5.3.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Prime Minister before their election carry over until after their reign.
- 4.5.3.2) Will be eligible for the title of Count upon successful completion of an exceptional term in office.

4.6) Champion of the Realm: The Champion is the defender of the Kingdom's honor. In game play they are the defender of the Crown. In a real sense they insure that all the equipment in the game is safe and legal by the rules.

4.6.1) Responsibilities

- 4.6.1.1) Will maintain a lost and found for the Kingdom.
- 4.6.1.2) Responsible that all weapons and armor have been checked for safety and legality. The Champion has the discretion to remove any weapons or armor that they deem unsafe.
- 4.6.1.3) Responsible for organizing the battlegames at Kingdom level events at times when no pre-determined scenarios are scheduled.
- 4.6.1.4) May remove a person for particularly troublesome and/or unsportsmanlike conduct at tourneys, battlegames or quests.
- 4.6.1.5) Will be the Defender of the Crown, will defend the Monarch if any challenge is made to their honor or well being.

4.6.2) Benefits

- 4.6.2.1) Will be eligible for the title of Defender upon successful completion of an exceptional term in office.

4.7) Other Kingdom Positions

4.7.1) Guildmaster of Reeves: The GM of Reeves is the head referee for the game.

They insure that the rules are enforced on the playing field and make any clarifications needed to insure the game moves smoothly. The GM of Reeves also works with the Champion to make certain equipment used for the game is safe.

They also head the Circle of Reeves, a body dedicated to making final judgements on rules clarifications.

- 4.7.1.1) Will be chosen from the Reeves guild at Crown Quals.
 - 4.7.1.1.1) Cannot hold a Crown office while Guildmaster.
- 4.7.1.2) Reeves are those who passed the Reeves test (75%) in the last six months.

- 4.7.1.3) Will work with the Monarch, Prime Minister and provincial leaders to insure that the rules are applied accurately, fairly, and honestly on the battlefield.
- 4.7.1.4) Will work with the Champion in checking armor and weapons for safety and legality. Champion has final say when there is disagreement.
- 4.7.1.5) Must make sure that there are an appropriate number of reeves at any Kingdom event, and insure that the conduct of reeves is competent and fair.
- 4.7.1.6) Will have the right and responsibility to make clarifications about rules of play that are ambiguous or unsafe. The Monarch and Prime Minister may overrule a clarification with another clarification.
- 4.7.1.7) Will give a Reeve's test every six months at Crown Quals. Responsible for providing a Kingdom level Reeve's test to provincial groups upon request.
- 4.7.1.8) Dismissal is by the decision of the Monarch and Prime Minister.
- 4.7.1.9) May overturn a warning, about forfeiture or tourney disqualification, from a lower reeve.
- 4.7.1.10) May remove a person for particularly troublesome and/or unsportsmanlike conduct at tourneys, battlegames or quests.

4.7.2) Captain of the King's Guard

- 4.7.2.1) Appointment and dismissal are the Monarch's option.
- 4.7.2.2) Will work with event Autocrats to maintain security (persona and mundane) at all Amtgard related events.
- 4.7.2.3) Will insure that the Monarch and Regent are properly escorted.
- 4.7.2.4) Responsible for safe storage, handling and use of security related property (walky-talkies, etc.) and weapons owned by the Kingdom.

4.7.3) King's (Queen's)/Regent Guard

- 4.7.3.1) No more than ten people will fill these slots, they will be chosen by the Monarch.
- 4.7.3.2) Will escort the Crown and aid the Captain of the Guard in their duties.

4.7.4) Regent's Protector

- 4.7.4.1) Will be chosen by the Monarch's Regent. Will escort and serve the Regent in much the same way the Captain of the guard augments the Monarch.

4.7.5) Fighting Class Guildmasters

- 4.7.5.1) Each fighting guild will vote for their Guildmaster at the Crown Quals. Class guilds include all fighting guilds (Warriors, Healers, Barbarians, etc.).
- 4.7.5.2) One must have participated in a guild (played the class) in the past six months in order to vote in the election for that guild's Guildmaster (credit need not be earned to vote).
- 4.7.5.3) Guildmasters may be removed from office by a 2/3 vote of all guild members.
- 4.7.5.4) Local groups may have their own fighting class Guildmasters, as needed.
- 4.7.5.5) Responsibilities
 - 4.7.5.5.1) Should encourage the members of their guild to follow the proper rules of their class.
 - 4.7.5.5.2) Encourage garb, equipment, and persona applicable to their class.
 - 4.7.5.5.3) Will provide information and encouragement to the new members of their class.
 - 4.7.5.5.4) Should submit a list of those members of his guild deserving of awards by observing members and consulting local groups Guildmasters.
 - 4.7.5.5.5) Should have basic garb for people to try a new class.

4.7.6) Principal Herald

- 4.7.6.1) Will be the Regent or designated appointee.
- 4.7.6.2) Will act as the official registrar of heraldry for the Kingdom.

- 4.7.6.3) Will promote knowledge of heraldry by teaching classes in heraldry, publishing booklets on heraldry or delegating these duties.
- 4.7.6.4) The Principal Herald is responsible of writing the heraldry test if one is desired for Crown Quals.

5) Board of Directors (B.O.D.): The B.O.D. serves as the business management of the organization. It will maintain and operate as the corporate offices of the organization, responsible for insuring that the organization is operated according to the laws of the U.S. and State of Florida. It is also responsible for the accounting of Kingdom funds, and will serve as the authority in any matters involving the Kingdom and individuals or organizations outside the Kingdom with whom the Kingdom may wish to conduct business. All B.O.D. meetings are open, unless declared closed by a vote of the B.O.D.

5.1) The B.O.D will be comprised of seven people.

5.1.1) The Monarch and Prime Minister will hold automatic seats on the B.O.D. during their terms in office.

5.1.2) The other five members will be elected once a year during the first Coronation of the year.

5.1.2.1) Advanced written notice of intent to run for the B.O.D. must be received by the Prime Minister one month before Coronation.

5.1.2.2) The Prime Minister will have a list of all candidates to all chancellors one month before Coronation.

5.1.2.3) Each Citizen may vote on up to three candidates.

5.1.3) One alternate will be voted on in case an elected member can not fulfill their responsibilities.

5.1.4) All B.O.D. members must have internet access.

5.1.5) All members must be 18 or over.

5.2) Only members of the B.O.D. can enter into a legally binding agreement on behalf of the Kingdom of Neverwinter. A vote of the B.O.D. is required before any such agreement may be entered into.

5.2.1) The B.O.D. will review any legally binding documents. Should such a document be signed on behalf of the Kingdom or any of its provinces, a B.O.D. member signature must appear on that document.

5.3) The B.O.D. will meet to discuss business not less than once every three months: electronic discourse is acceptable. The B.O.D. will meet in person at least once a year.

5.4) The B.O.D. will choose the following corporate officers (assignments within the B.O.D. will be determined by a simple plurality as necessary):

5.4.1) Treasurer - shall maintain an accurate record of all corporate income and expenditures, specifically in the case of government audits. Will be required to work closely with the Kingdom Prime Minister in these areas.

- 5.4.2) **Secretary** - responsible for maintaining a mailing address for Neverwinter Inc. Will work with the Treasurer under the authority of the Board of Directors to handle all corporate business with all governmental agencies and organizations. Shall record the minutes of all B.O.D. meetings and will make them available for publication to the Kingdom Prime Minister.
 - 5.4.3) **Vice president** - Vice President, responsible for assisting the President in conducting the duties of the President's office. Performs the duties of the any office of any B.O.D. in that office holder's absence.
 - 5.4.4) **President**- will not be the current Monarch or Prime Minister of the Kingdom. Shall preside over and conduct all meetings of the B.O.D. Only votes in case of a tie.
- 6) **Althing**: A meeting of a group's populous to discuss items of importance, resolve issues and ratify any propositions brought before it. A de facto legislative body for Amtgard with voting rights granted to Citizens.
- 6.1) **Althing Scheduling**
 - 6.1.1) An Althing will be scheduled at least once each Calendar quarter. Whether an Althing is actually held is subject to Kingdom interest and involvement, (i.e. - if no one has business to bring before the Kingdom, then there will be no Althing for that calendar quarter).
 - 6.1.2) The Monarch or Prime Minister may call an emergency Althing with at least two weeks written notice to all provinces.
 - 6.2) **Althing Policies**
 - 6.2.1) Anyone may attend but only Citizens may vote on Kingdom policies.
 - 6.2.2) The Monarch may set down Althing rules of order but the Prime Minister is responsible for running the Althing. The Captain of the guard is responsible for enforcement of civil order.
 - 6.3) **Althing Responsibilities**
 - 6.3.1) **Discuss and ratify rules clarifications and supplements.**
 - 5.3.1.1) Any rules clarifications not ratified are considered overturned.
 - 6.3.2) **Revise and update the Corpora.**
 - 6.3.2.1) The Corpora may only be revised (see section 6.4) at the scheduled Althing meetings.
 - 6.3.2.2) The topics of discussion will be released at least one month before a scheduled Althing.
 - 6.3.3) **Discuss and vote on major expenditures of the Kingdom treasury.**
 - 6.3.4) **Discuss the future of the Kingdom and its priorities.**
 - 6.3.5) **Deliberate on and ratify/reject proposals presented by the Board of Directors.**
 - 6.4) **Amending the Neverwinter Corpora**
 - 6.4.1) An amendment will be brought up before an Althing.
 - 6.4.2) The Althing will discuss and vote for or against the amendment. The amendment will pass upon receiving a 2/3 vote of the quorum.
 - 6.4.3) Amendments that pass will be considered in effect and binding for the Kingdom and will be regarded as part of the corpora immediately.
 - 6.4.4) The Kingdom is not responsible for updating previously issued corpora's but must update future printings.

7) Kingdom events

7.1) The following standards must be completed by all Citizens who wish to run for Monarch, Regent, or Champion:

7.1.1) Must complete Crown Quals (section 7.2).

7.1.2) The officers will be determined in the following manner:

7.1.2.1) The Monarch will be elected (section 7.5).

7.1.2.2) The Regent will be elected (section 7.5).

7.1.2.3) The Champion will be the winner of the Champions Tournament unless elected to a higher position.

7.1.3) All Crown officials will hold their position for six months.

7.1.4) No person will hold the same office for more than two consecutive terms.

7.1.5) No person may hold a Crown office and provincial office at same time.

7.1.6) Will forfeit their position if they miss more than 4 weeks in a row or twelve weeks total. Exception: the Althing will consider special situations.

7.2) Event: Crown Quals Tourney

7.2.1) Will be held every 6 months.

7.2.2) Will consist of a cultural tourney and a Champion tourney.

7.2.3) Tourney Autocrat - Will be the responsibility of the Prime Minister or approved volunteer.

7.2.4) Crown Quals Criteria

7.2.4.1) Anyone may enter the Crown Quals tourney and cultural events.

7.2.4.2) Those running for Crown Offices must meet the following criteria:

7.2.4.2.1) Must enter the Champions Tourney.

7.2.4.2.2) To qualify for Regent or Monarch, a candidate must enter at least 10 different categories and pass quals (section 7.3.2.2). To qualify for Champion, a candidate must enter at least 5 different categories and pass quals (section 7.3.2.2).

7.2.4.2.3) Must pass the Reeve's Test and Corpora Test.

7.3) Event: Cultural Tourney

7.3.1) This includes all cultural skills contests, the reeves test, corpora test, and heraldry test.

7.3.2) Cultural skills contests: Typical cultural skill contests include: 2-D art, 3-D art, heraldry test, singing, instrumental music, cooking, factual writing, composition, poetry, weapon/shield construction, passive construction, active construction, court garb, fighting garb, monster garb, garb accessory, armor, brewing, performing arts, calligraphy, pottery, needlepoint.

7.3.2.1) Multiple entries are allowed in a category with only the highest scoring item counting towards Crown Office Criteria and Cultural Champion. A single entry may not be entered in more than one category. Any number of entries may be entered, with the 8 best qualifying scores for each person counting towards the Cultural Champion.

7.3.2.2) Scoring for the cultural (skill) events are as follows: entries will be judged and given a score between 1-5 where 1 is for poor craftsmanship or poor appearance and five is for outstanding excellence or perfect appearance. An average of 3 in all eight categories (minimum 24 points) is considered a passing score for Crown Office qualification.

7.3.2.3) The participant with the highest cumulative score in the skill contests is the Cultural Champion.

7.3.2.3.1) The Cultural Champion should help the Regent foster the growth of the arts and sciences in Neverwinter.

7.3.3) The reeve's test, corpora test, and heraldry test each count as cultural events for purposes of Crown Office qualification. A passing score in these is 75%.

7.4) Event: Champion's tournament

7.4.1) Will be run by the Reeve's Guild during Crown Quals.

7.4.2) Participants must complete 5 cultural events, two must be the reeves and corpora tests. Note: not eligible for an order of the hydra unless 10 cultural events are entered.

7.4.3) The Champion's tourney: will be 6 tournaments (double elimination, best of three to win the duel). Tournaments categories are: Single Sword (4' or less), Florentine (two short non-hinged weapons), Sword/shield (sword 4' or less and shield 8 square feet max), Open, Great Weapon (longer than 4'), and Archery.

7.4.4) Points will be scored as follows 5 for 1st, 4 for 2nd, 3 for 3rd and 4th, 2 for 5th-8th, and 1 for entering.

7.4.5) The Champion will be the person with the most points (top five scores will be used).

7.4.6) If the winner of the tournament is elected Monarch or Regent then the second place contestant will be Champion.

7.5) Event: Monarch and Regent Elections

7.5.1) The Prime Minister will have a list of Monarch and Regent candidates to the Chancellors with in two days of Crown Quals.

7.5.2) The elections will be held by the all Chancellors, one week after Crown Quals.

7.5.3) The election is by vote; each Citizen has one vote. If there is not one candidate with at least 50% of the vote then there will be a second vote with the top candidates that received the first 60% of the Citizen vote. (Example: Six candidates, "A" gets 30%, "B" gets 17%, "C" gets 14%, "D" gets 13%, "E" gets 7%, and "F" gets 19%. The second vote would have candidates A, B, and F. The percentage breakdown does not have to come out to be exactly 60%). The winner of the second vote will receive the position. The second vote will be two weeks after Crown Quals, if needed.

7.5.4) The Monarch does not normally get to vote in Kingdom elections. He may vote to break a tie.

7.6) Event: Crown Coronation

7.6.1) Will be held a month after Crown Quals: the region that the out going Regent lives in will host the Coronation feast.

7.6.2) The outgoing Regent (or volunteer) will be the autocrat.

7.6.3) The Autocrat must have feast details (when, where, how much) during Crown Quals.

7.7) Event: Weaponmaster tournament - This is a passage of arms in several weapon events. It is held in tournament format and the winner will hold the title of Weaponmaster for six months until the next such tourney.

7.7.1) Will be held the day of the Midreign.

7.7.2) Will be sponsored by the Reeve's Guild.

8) Removing Kingdom Officers

8.1) Initiation Requirements

8.1.1) Can be initiated with a petition signed by at least 20% of the Kingdom Citizens.

8.1.2) The three highest unaffected Kingdom officers must verify the petition.

8.2) Procedure

8.2.1) Requires a 2/3 vote of Althing Quorum for removal.

8.2.2) B.O.D. members can also be removed from office if initiated by a majority of the Board of Directors and approved by a 2/3 vote of an Althing Quorum.

8.2.3) The Champion may be removed by joint decree of the Monarch, Prime Minister and Guildmaster of Reeves (may appeal to an Althing (majority) to overturn).

9) Clarifying Rules and Laws

9.1) Responsible Officers

9.1.1) Any decision agreed upon by the Monarch and Prime Minister is law until the next meeting of the Althing (within one month), provided it does not conflict with a previous Althing decision or mundane law.

9.1.2) The Guildmaster of Reeves can make rules clarifications. The Monarch and Prime Minister may jointly overrule these clarifications with another clarification.

9.1.3) These clarifications will stay in effect until such time as an Althing can ratify or negate the clarification.

9.1.4) Rulings will be published.

10) Kingdom Provinces - The following section is an outline of how provinces can be organized. Kingdom provinces may choose to organize in different ways and may do so providing it does not conflict with any other sections of the corpora. Kingdom officers may be consulted for advice.

10.1) All Citizens who wish to run for any provincial office must complete the same requirements as their Kingdom counterparts with the following exception:

10.1.1) Must have 8 (Grand Duchy), 7 (Duchy), 5 (Barony), 2 (Shire) passing cultural categories (section 7) and compete in all war events at the provincial level.

10.1.2) Group officer titles while in office:

Kingdom	Grand Duchy	Duchy	Barony	Shire
King	Grand Duke	Duke	Baron	Sheriff
Regent	regent	regent	regent	regent
Prime Minister	Chancellor	Chancellor	Chancellor	Chancellor
Champion	champion	champion	champion	champion

10.2) Shire - A group consisting of at least five active players.

10.2.1) Sheriff

10.2.1.1) Responsibilities:

- 10.2.1.1.1) Will be elected by simple majority over all other candidates.
- 10.2.1.1.2) Will preside over all municipal ceremonies and functions.
- 10.2.1.1.3) May bestow honors and awards as listed in Section 12.

10.2.1.2) Benefits:

- 10.2.1.2.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the sheriff before their election carry over until after their reign.
- 10.2.1.2.2) Will be eligible for the title of Lord upon successful completion of an exceptional term in office.

10.2.2) Shire Regent

10.2.2.1) Responsibilities:

- 10.2.2.1.1) May bestow Honors and Awards as listed in Section 12.
- 10.2.2.1.2) Will be responsible for the promotion of the Arts and Sciences in their Shire.
- 10.2.2.1.3) May create new lesser Shire level honors and awards in keeping with their duties.

10.2.2.2) Benefits:

- 10.2.2.2.1) Will be eligible for the title of Esquire upon successful completion of an exceptional term in office.
- 10.2.2.2.2) Will become the Pro-tem Sheriff if the present Sheriff should become unable to fulfill their duties before the end of their term.

10.2.3) Shire Chancellor

10.2.3.1) Responsibilities:

- 10.2.3.1.1) Is responsible for assisting the Prime Minister in the collection of Kingdom dues from within their Shire (see section 3.4).
- 10.2.3.1.2) Maintain accurate records on attendance, awards and other member information.
- 10.2.3.1.3) Assist the Prime Minister in distributing rulebooks and newsletters to Citizens.
- 10.2.3.1.4) Will provide local records to Prime Minister at least twice per reign.
- 10.2.3.1.5) Will provide Prime Minister with their province's scheduled events.
- 10.2.3.1.6) Will gather votes in the Kingdom elections and report them back to the Prime Minister.
- 10.2.3.1.7) Will be elected during the Shire's Midreign.

10.2.3.2) Benefits:

- 10.2.3.2.1) Will be eligible for the title of Master upon successful completion of an exceptional term in office.

10.2.4) Shire Champion

10.2.4.1) General Information/Qualifications for Office

- 10.2.4.1.1) Can be removed by joint decree of the Sheriff and chancellor, may appeal to an Althing.

10.2.4.2) Responsibilities:

- 10.2.4.2.1) Will maintain a lost and found for the Shire and will insure that event and battle game sites in their Shire are reasonably litter-free at the close of an event.

The Shire Champion will assist the Kingdom Champion with this responsibility at Kingdom events.

10.2.4.2.2) Will check weapons and armor for safety and legality.

10.2.4.2.3) Will organize battlegames when no predetermined scenarios are scheduled.

10.2.4.2.4) Will be the defender of the Shire Crown.

10.2.4.3) Benefits:

10.2.4.3.1) Will be eligible for the title of Esquire upon successful completion of an exceptional term in office.

10.3) Barony - A group consisting of 15 active players (averaged from the previous six months sign-in sheets) and at least one year old may petition and be declared a Barony by agreement of the Monarch and Prime Minister. The Monarch and Prime Minister may revoke this status if their attendance falls below 15 (averaged from the last six months).

10.3.1) Baron

10.3.1.1) Responsibilities:

10.3.1.1.1) Will preside over and conduct all baronial ceremonies and functions.

10.3.1.1.2) May bestow honors and awards as listed in Section 12.

10.3.1.1.3) Will hold a seat on the Barony B.O.D.

10.3.1.2) Benefits:

10.3.1.2.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Baron before their election carry over until after their reign.

10.3.1.2.2) Will be eligible for the title of Baronet upon successful completion of an exceptional term in office.

10.3.2) Baronial Regent

10.3.2.1) Responsibilities:

10.3.2.1.1) May bestow Honors and Awards as listed in Section 12.

10.3.2.1.2) Will be responsible for the promotion of the Arts and Sciences in their Barony.

10.3.2.1.3) May create new lesser Barony level honors and awards in keeping with their duties.

10.3.2.2) Benefits:

10.3.2.2.1) Will be eligible for the title of Master upon successful completion of an exceptional term in office.

10.3.2.2.2) Will become the Pro-tem Baron if the present Baron should become unable to fulfill their duties before the end of their term.

10.3.3) Barony Chancellor

10.3.3.1) Responsibilities:

10.3.3.1.1) Is responsible for assisting the Prime Minister in the collection of Kingdom dues from within their Barony (see section 3.4).

10.3.3.1.2) Maintain accurate records on attendance, awards and other member information.

10.3.3.1.3) Assist the Prime Minister in distributing rulebooks and newsletters to Citizens.

10.3.3.1.4) Will provide local records to Prime Minister at least twice per reign.

10.3.3.1.5) Will provide the Prime Minister with their province's scheduled events.

10.3.3.1.6) Will gather votes in the Kingdom elections and report them back to the Prime Minister.

10.3.3.1.7) Will be elected during the Baronial Midreign.

10.3.3.2) Benefits:

- 10.3.3.2.1) Will be eligible for the title of Lord/Lady upon successful completion of an exceptional term in office.

10.3.4) Barony Champion

10.3.4.1) General Information/Qualifications for Office

- 10.3.4.1.1) Can be removed by joint decree of the Baron and chancellor, may appeal to an Althing.

10.3.4.2) Responsibilities:

- 10.3.4.2.1) Will maintain a lost and found for the Barony and will insure that event and battle game sites in their Barony are reasonably litter-free at the close of an event. The Barony Champion will assist the Kingdom Champion with this responsibility at Kingdom events.
- 10.3.4.2.2) Will check weapons and armor for safety and legality.
- 10.3.4.2.3) Will organize battlegames when no predetermined scenarios are scheduled.
- 10.3.4.2.4) Will be the defender of the Baronial Crown.

10.3.4.3) Benefits:

- 10.3.4.3.1) Will be eligible for the title of Esquire upon successful completion of an exceptional term in office.

10.4) Duchy - A group of 30 active players (averaged from the previous six months sign-in sheets) may petition and be declared a duchy (one-year after becoming a Barony) by agreement between the Monarch and Prime Minister. The Monarch and Prime Minister may revoke this status if their attendance falls below 30 (average from the last six months).

10.4.1) Duke

10.4.1.1) Responsibilities:

- 10.4.1.1.1) Will preside over and conduct all ducal ceremonies and functions.
- 10.4.1.1.2) May bestow honors and awards as listed in Section 12.
- 10.4.1.1.3) May create new lesser duchy level honors, awards and positions.

10.4.1.2) Benefits:

- 10.4.1.2.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Duke before their election carry over until after their reign.
- 10.4.1.2.2) Will be eligible for the title of Baron upon successful completion of an exceptional term in office.

10.4.2) Ducal Regent

10.4.2.1) Responsibilities:

- 10.4.2.1.1) May bestow honors and awards as listed in Section 12.
- 10.4.2.1.2) Will be responsible for the promotion of the Arts and Sciences in their Duchy.
- 10.4.2.1.3) May create new lesser Duchy level honors and awards in keeping with their duties.

10.4.2.2) Benefits:

- 10.4.2.2.1) Will be eligible for the title of Lord/Lady upon successful completion of an exceptional term in office.
- 10.4.2.2.2) Will become the Pro-tem Duke if the present Duke should become unable to fulfill their duties before the end of their term.

10.4.3) Ducal Chancellor

10.4.3.1) General Information/Qualifications for Office:

10.4.3.1.1) Will be elected during the Duke Midreign.

10.4.3.2) Responsibilities:

10.4.3.2.1) Is responsible for assisting the Prime Minister in the collection of Kingdom Citizenship donations from within their Duchy (section 3.4).

10.4.3.2.2) Maintain accurate records on attendance, awards and other member information.

10.4.3.2.3) Assist the Prime Minister in distributing of rulebooks and newsletters to Citizens.

10.4.3.2.4) Will provide Prime Minister with their province's scheduled events.

10.4.3.2.5) Will provide local records to Prime Minister at least twice per term.

10.4.3.2.6) Will gather votes in the Kingdom elections and report them back to the Prime Minister.

10.4.3.3) Benefits:

10.4.3.3.1) Will be eligible for the title of Baronet upon successful completion of an exceptional term in office.

10.4.4) Ducal Champion

10.4.4.1) General Information/Qualifications for Office:

10.4.4.1.1) Can be removed by joint decree of the Duke and Chancellor, may appeal to an Althing.

10.4.4.2) Responsibilities:

10.4.4.2.1) Will maintain a lost and found for the Duchy and will insure that event and battle game sites in their Duchy are reasonably litter-free at the close of an event. The Ducal Champion will assist the Kingdom Champion with this responsibility at Kingdom events.

10.4.4.2.2) Will check weapons and armor for safety and legality.

10.4.4.2.3) Will organize battlegames when no predetermined scenarios are scheduled.

10.4.4.2.4) Will be the defender of the Ducal Crown.

10.4.4.3) Benefits:

10.4.4.3.1) Will be eligible for the title of Master upon successful completion of an exceptional term in office.

10.5) Grand Duchy (Principality) - A group of at least 60 active players (averaged from the previous six months sign-in sheets) that is not sufficiently far enough (150 miles) from another Kingdom to attain Kingdom status in it's own right. May petition and be declared a Grand Duchy (one year after becoming a Duchy) by agreement between the Monarch and Prime Minister. The Monarch and Prime Minister may revoke this status if their attendance falls below 60 (average from the last six months) at any time.

10.5.1) Grand Duke

10.5.1.1) Responsibilities:

10.5.1.1.1) Will preside over and conduct all ducal ceremonies and functions.

10.5.1.1.2) May bestow honors and awards as listed in Section 12.

10.5.1.1.3) May create new lesser Grand Ducal level honors, awards and positions.

10.5.1.2) Benefits:

10.5.1.2.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Grand Duke before their election carry over until after their reign.

10.5.1.2.2) Will be eligible for the title of Count upon successful completion of an exceptional term in office.

10.5.2) Grand Ducal Regent

10.5.2.1) Responsibilities:

- 10.5.2.1.1) May bestow honors and awards as listed in Section 12.
- 10.5.2.1.2) Will be responsible for the promotion of the arts and sciences in their Grand Duchy.
- 10.5.2.1.3) May create new lesser Grand Duchy level honors and awards in keeping with their duties.
- 10.5.2.1.4) Is responsible for Grand Ducal level feasts.
- 10.5.2.1.5) Will become the Pro-tem Grand Duke if the present Grand Duke/Duchess should become unable to fulfill their duties before the end of their term.

10.5.2.2) Benefits:

- 10.5.2.2.1) Is not required to pay any dues to maintain membership status during their term. Dues paid by the Grand Ducal Regent before their election carry over until after their reign.
- 10.5.2.2.2) Will be eligible for the title of Baronet upon successful completion of an exceptional term in office.

10.5.3) Grand Ducal Chancellor

10.5.3.1) General Information/Qualifications for Office

- 10.5.3.1.1) Will be elected during the Midreign of the Grand Duke.

10.5.3.2) Responsibilities:

- 10.5.3.2.1) Is responsible for assisting the Prime Minister in the collection of Kingdom dues from within their Grand Duchy (section 3.4).
- 10.5.3.2.2) Maintain accurate records on attendance, awards and other member information.
- 10.5.3.2.3) Assist the Prime Minister in distributing of rulebooks and newsletters to Citizens.
- 10.5.3.2.4) Will provide Prime Minister with their provinces scheduled events.
- 10.5.3.2.5) Will provide local records to Prime Minister at least twice per term.

10.5.3.3) Benefits:

- 10.5.3.3.1) Will be eligible for the title of Baron upon successful completion of an exceptional term in office.

10.5.4) Grand Ducal Champion

10.5.4.1) General Information/Qualifications for Office:

- 10.5.4.1.1) Can be removed by joint decree of the Grand Duke and chancellor (may appeal to an Althing).

10.5.4.2) Responsibilities:

- 10.5.4.2.1) Will maintain a lost and found for the Grand Duchy and will insure that event and battle game sites in their Grand Duchy are reasonably litter-free at the close of an event. The Grand Ducal Champion will assist the Kingdom Champion with this responsibility at Kingdom events.
- 10.5.4.2.2) Will check weapons and armor for safety and legality.
- 10.5.4.2.3) Will organize battlegames when no predetermined scenarios are scheduled.
- 10.5.4.2.4) Will be the defender of the Grand Ducal Crown.

10.5.4.3) Benefits:

10.5.4.3.1) Will be eligible for the title of Lord/lady upon successful completion of an exceptional term in office.

11) Circle of Knights

11.1) Only the Monarch may award knighthood. The reserved symbols of knighthood are a white belt, unadorned chains and spurs.

11.1.1) If the candidate is squired and that squire's knight is present, then the honor of knighting the candidate may be given to that squire's knight.

11.2) Meetings

11.2.1) Any knight may attend a Neverwinter Circle of Knights meeting, however only those knight(s) who are Citizens of the Kingdom of Neverwinter are allowed to vote on knight candidates. This vote is for recommendation only.

11.2.2) The Circle of Knights may recommend knighthood to the Monarch. The Monarch has final say over who becomes knighted.

11.2.3) Will observe group members of the Kingdom for those qualified to receive knighthood.

11.2.4) The Monarch may attend the Circle of Knights meeting to present his candidates for knighthood and may participate in the discussions about those candidates. He may not vote unless he is a knight.

11.2.5) If a knight residing in Neverwinter qualifies for another order of knighthood, the meeting concerning granting the knight their next order of knighthood will be held with the absence of the qualified knight.

11.3) The Guildmaster of the Circle of Knights

11.3.1) Every Coronation, the Circle of Knights will elect a Guildmaster for a six month term.

11.3.2) May call Circle of Knights meetings. If the Guildmaster of the Circle of Knights is unable or unwilling to call a meeting of the Circle of Knights, then the Monarch may choose to call the meeting.

11.3.3) Will break all ties in Circle of Knights meetings.

11.3.4) Will inform knights of the Neverwinter that are absent from a Circle of Knights meeting of what transpired at the meeting.

11.3.5) The Guildmaster of the Circle of Knights should approach the knight of another Kingdom if that knight's squire resides in Neverwinter and will be receiving knighthood.

11.4) A knight may choose to take squire(s).

11.4.1) The reserved symbol of a squire is a red belt.

11.4.2) A knight should never have more squires than separate orders of knighthood than they have achieved.

11.5) Removal of Knighthood

11.5.1) Any knighthood awarded by Neverwinter may be removed by a 2/3 vote of the Circle of Knights and with the agreement of the Monarch.

11.5.2) In the case of knighthood received from outside Neverwinter, the Circle of Knights can petition the appropriate kingdom to remove the belt. A 2/3 vote of the Circle is required to make such a petition.

12) Honors and Awards

12.1) Knighthood: Listed first because of the attraction it holds for most Amtgard Members. Knighthood is the mark of dedication, service, excellence in the arts and sciences and master of weaponry.

12.1.1) The Circle of Knights may choose to recommend a person for knighthood. A person may become a knight into any of the four orders based on their accomplishments. It is the responsibility of the Circle of Knights to recognize and recommend to the Monarch those people deserving of knighthood. While each knighthood has suggested criteria, such criteria are not required for knighthood nor is the achievement of such criteria a guarantee of knighthood.

12.1.2) The Orders of knighthood:

12.1.2.1) Knight of the Crown

12.1.2.1.1) Given for: a civil order for excellence in the art of statecraft.

12.1.2.1.2) Colors: white trimmed with gold.

12.1.2.1.3) Suggested criteria: Exceptional completion of three terms in one or more Kingdom level positions (Monarch, Champion, Regent and Prime Minister). Exemplary and continuous service in provincial positions (i.e. Duke, Baron, etc.) may merit consideration by the Circle of Knights.

12.1.2.2) Knight of the Flame

12.1.2.2.1) Given for: a service order for continuous contributions of exemplary service to the Kingdom.

12.1.2.2.2) Colors: white trimmed with red.

12.1.2.2.3) Suggested criteria: Masterhood in at least one of the following four areas: Rose, Smith, Lion, Griffin.

12.1.2.3) Knight of the Serpent

12.1.2.3.1) Given for: an achievement order for excellence in the arts and/or sciences.

12.1.2.3.2) Colors: white trimmed with green.

12.1.2.3.3) Suggested criteria: Masterhood in at least one of the following five areas: Dragon, Owl, Garber, Thespian, Hydra.

12.1.2.4) Knight of the Sword

12.1.2.4.1) Given for: a military order for honor, fighting skills and battlefield prowess.

12.1.2.4.2) Colors: white trimmed with silver.

12.1.2.4.3) Suggested criteria: Any two of the following three honors: Warlord (equivalent tournament victories will be considered), Defender, Weaponmaster.

12.2) Awards

12.2.1) Ladder Awards: Awards that are cumulative and may lead to Masterhood. Provinces may issue ladder awards up to the following levels, Grand Duchy to 8th, Duchy to 7th, Barony to 5th, and shires to 2nd.

12.2.1.1) Order of the Dragon:

12.2.1.1.1) Qualification for Masterhood: 10 Orders of the Dragon

12.2.1.1.2) Given by: Monarch or Regent

- 12.2.1.1.3) Given for: outstanding achievements in the arts and sciences. Such as garb, art, music, literature, etc.
- 12.2.1.1.4) Limitations: None

- 12.2.1.2) Order of the Garber
 - 12.2.1.2.1) Qualification for Masterhood: 10 Orders of the Garber
 - 12.2.1.2.2) Given by: Monarch or Regent
 - 12.2.1.2.3) Given for: Making nice garb for others, flag construction, making superior garb for oneself.
 - 12.2.1.2.4) Limitations: None

- 12.2.1.3) Order of the Griffin
 - 12.2.1.3.1) Qualification for Masterhood: 10 Orders of the Griffin
 - 12.2.1.3.2) Given by: the Monarch
 - 12.2.1.3.3) Given for: courage, chivalry, and honor on the battlefield.
 - 12.2.1.3.4) Limitations: None

- 12.2.1.4) Order of the Hydra
 - 12.2.1.4.1) Qualification for Masterhood: 10 Orders of the Hydra
 - 12.2.1.4.2) Given by: Monarch or Regent
 - 12.2.1.4.3) Given for: entering enough Kingdom Crown Qualls events to qualify to run for office.
 - 12.2.1.4.4) Limitations: each person may only receive one Hydra per Crown Qualls.

- 12.2.1.5) Order of the Jovius
 - 12.2.1.5.1) Qualification for Masterhood: Any combination of Mask or Jovius awards that total to 10 (Master Thespian).
 - 12.2.1.5.2) Given by: the Monarch
 - 12.2.1.5.3) Given for: outstanding attitude, good sportsmanship.
 - 12.2.1.5.4) Limitations: Only one may be given in each Monarch's reign.

- 12.2.1.6) Order of the Lion
 - 12.2.1.6.1) Qualification for Masterhood: 10 Orders of the Lion
 - 12.2.1.6.2) Given by: Monarch or Regent
 - 12.2.1.6.3) Given for: Displaying outstanding traits of service and loyalty to Amtgard (typically equal to three roses).
 - 12.2.1.6.4) Limitations: None

- 12.2.1.7) Order of the Mask
 - 12.2.1.7.1) Qualification for Masterhood: Any combination of Mask or Jovius awards that total to 10 (Master Thespian).
 - 12.2.1.7.2) Given by: the Monarch
 - 12.2.1.7.3) Given for: Outstanding portrayal of persona, the Mask promotes the feel of Amtgard by rewarding role-play.
 - 12.2.1.7.4) Limitations: Only one may be given in each Monarch's reign.

- 12.2.1.8) Order of the Owl
 - 12.2.1.8.1) Qualification for Masterhood: 10 Orders of the Owl
 - 12.2.1.8.2) Given by: Monarch or Regent
 - 12.2.1.8.3) Given for: outstanding achievements in the sciences (Constructing Amtgard legal weapons, shields, armor, siege weapons, furniture, camping equipment).
 - 12.2.1.8.4) Limitations: None.

- 12.2.1.9) Order of the Rose
 - 12.2.1.9.1) Qualification for Masterhood: 10 Orders of the Rose
 - 12.2.1.9.2) Given by: Monarch or Regent

12.2.1.9.3) Given for: beneficial service to the Kingdom.

12.2.1.9.4) Limitations: None.

12.2.1.10) Order of the Smith

12.2.1.10.1) Qualification for Masterhood: 10 Orders of the Smith

12.2.1.10.2) Given by: Monarch or Regent

12.2.1.10.3) Given for: Sponsoring major workshops or excellence in weapon and siege works.

12.2.1.10.4) Limitations: None.

12.2.1.11) Order of the Warrior

12.2.1.11.1) Qualification for Masterhood: (title: Warlord) 10 Orders of the Warrior

12.2.1.11.2) Given by: Monarch

12.2.1.11.3) Given for: fighting ability in tournament, (see the criteria below), or battlefield prowess.

12.2.1.11.4) Limitations: none.

12.2.1.11.5)

Level	Belt Favor	Animal	Criteria
1	Green	Snake	Win 3
2	Blue	Boar	Win 5
3	Red	Mongoose	Win 7
4	Brown	Bear	Win 9
5	Rust	Hawk	Win 11
6	Gray	Wolf	Win 13
7	Orange	Tiger	Win 15
8	Black	Panther	Win 17
9	Purple	Dragon	Win 19
10	Yellow/Red Border	Phoenix	Win 21

12.2.2) The Monarch may create new ladder awards.

12.2.3) Non-Ladder Awards (Awards that are Persona based and do not lead to Masterhood.)

12.2.3.1) Order of the Flame

12.2.3.1.1) Given by: the Monarch

12.2.3.1.2) Given for: given to a group (house, company, and clans) for outstanding contributions to the Kingdom.

12.2.3.1.3) Limitations: only one may be given in each Monarch's reign.

12.2.3.2) Order of the Walker in the Middle

12.2.3.2.1) Given by: the Monarch

12.2.3.2.2) Given for: exemplification of the ideals and conduct of reeves.

12.2.3.2.3) Limitations: a person may never receive more than one of these.

12.2.3.3) Order of the Zodiac

12.2.3.3.1) Given by: the Monarch

12.2.3.3.2) Given for: outstanding contributions in any one-month.

12.2.3.3.3) Limitations: only one may be given each month.

12.2.4) The Monarch may create new non-ladder honors and awards.

12.3) Titles of Nobility (awarded at Monarch's discretion)

12.3.1) Title: Grand Marquis (this is an optional title)

12.3.1.1) Suggested criteria: successfully completed service in all of the following positions: Monarch, Regent, Prime Minister, and Champion.

12.3.2) Title: Grand Duke

12.3.2.1) Suggested criteria: 2 successfully completed terms as Kingdom Monarch.

12.3.3) Title: ArchDuke

12.3.3.1) Suggested criteria: One successfully completed term as Kingdom Monarch and one term as Prime Minister, Regent or provincial monarch.

12.3.4) Title: Marquis (this is an optional title)

12.3.4.1) Equivalents: Markgraf, Marchionese (female title), Margrave, Mark, Marquess.

12.3.4.2) Suggested criteria: successfully completed service in two of the following positions: Monarch, Regent, Prime Minister, and Champion.

12.3.5) Title: Duke

12.3.5.1) Equivalents: Doge, Dux, Herzog, and Tarkhan

12.3.5.2) Suggested criteria: serve the Kingdom an exceptionally successfully completed term as Kingdom Monarch or repeated terms in office at the province level (4 or more terms).

12.3.6) Title: Count

12.3.6.1) Equivalents: Earl, Comes, Comite, Graf, Jarl, Grafín, and Orkhan

12.3.6.2) Suggested criteria: serve the Kingdom exceptionally successful six months as Regent or Grand Duke.

12.4) Titles of Lesser Nobility

12.4.1) Title: Viscount

12.4.1.1) Suggested criteria: successfully completed of any three of the following provincial positions: monarch, chancellor, regent, or champion.

12.4.2) Title: Baron

12.4.2.1) Equivalents: Thane, Khan, Emir, Daimio,

12.4.2.2) Suggested criteria: serve one exceptionally successful term as elected Regent, Duke or Grand Ducal chancellor.

12.4.3) Title: Defender

12.4.3.1) Suggested criteria: exceptionally serve the Kingdom six months as Kingdom Champion.

12.4.4) Title: Baronet

12.4.4.1) Equivalents: Freiherr, Lesser Thane, Sheik, Seignur, Nawab, and Begum.

12.4.4.2) Suggested criteria: serve in any of the following position: Grand Ducal regent, Ducal chancellor or Baron

12.4.5) Title: Lord/Lady

12.4.5.1) Equivalents: Dom, Laird, and Dama

12.4.5.2) Suggested criteria: Monarch's discretion (service to Kingdom), Grand Ducal champion, Ducal regent, Baronial chancellor, Sheriff.

12.4.6) Title: Master

12.4.6.1) Suggested criteria: Serve six months in one of the following positions, Ducal champion, Barony regent or Shire chancellor.

12.4.7) Title: Esquire

12.4.7.1) Suggested criteria: Serve six months in one of the following positions, Barony champion, Shire regent or Shire champion.

12.4.8) Suggested titles awarded to former (stepping down) officers.

	Shire	Barony	Duchy	Grand Duchy	Kingdom
Monarch	Lord	Baronet	Baron	Count	Duke
Prime Min.	Master	Lord	Baronet	Baron	Count
Regent	Esquire	Master	Lord	Baronet	Baron
Champion	Esquire	Esquire	Master	Lord	Defender

Note: This does not mean that simply completing a term earns a title, titles are give for exceptional terms in office.

12.5) Masterhood in the Fighting Guilds (Wizard, Scout, Paladin, etc.)

12.5.1) Awarded to the outstanding members in each guild.

12.5.2) Determined by the Monarch in consultation with the Prime Minister, the Guildmaster of the Class and provincial leaders.

12.5.3) Candidate must have 12 weeks or more experience in the guild.

12.5.4) Basis for awarding Masterhood:

- 12.5.4.1) Good play and persona.
- 12.5.4.2) Thorough knowledge of class rules and concept.
- 12.5.4.3) Own quality garb and equipment.
- 12.5.4.4) Outstanding portrayal of the class.

12.5.5) A person may be reconsidered for Masterhood once every 6 months (at Crown Quals).

12.5.6) This does not affect experience and is independent of levels gained.

12.5.7) Masters are entitled to wear on their garb a slash or stripe of that guild's color (green for scouts, etc.). If this stripe is inset on a belt or sash of the same color, then black or white borders may delineate it.

12.6) Order of Precedence:

A) Monarch	M) Defender
B) Regent	N) Baronet
C) Prime Minister	O) Warlord
D) Champion	P) Lord
E) Grand Duke	Q) Master
F) Arch Duke	R) Esquire
G) Marquis	S) GM Reeves
H) Duke	T) Captain of the Guard
I) Count	U) Squire

J) Knighthood	V) Scribe
K) Viscount	W) Weapon Master
L) Baron	

Glossary for the Kingdom of Neverwinter

1. **Althing** - A meeting of a group's populous to discuss items of importance, resolve issues and ratify any propositions brought before it. A de facto legislative body for Amtgard with voting rights granted to Citizens.
2. **Battle games** – A war like game where normally two sides try to accomplish a predetermined goal. May be full class or non-class.
3. **Champion** - The kingdom level position responsible for running battle games.
4. **champion** – The provincial level position responsible for running battle games.
5. **chancellor** - The equivalent of the Prime Minister for the provinces: can include the Prime Minister.
6. **Citizen** - A dues paying member.
7. **Coronation** - The event where the kingdom Monarch is crowned.
8. **Crown Offices** (officers)– Refers to the Kingdom Monarch, Regent, Prime Minister, and Champion positions.
9. **Crown Quals** - The event where the qualifications process for crown office occurs.
10. **Kingdom** - The Kingdom of Neverwinter.
11. **kingdom** - Any other kingdom or kingdoms in general.
12. **Midreign** - The event where the Prime Minister is chosen.
13. **Monarch** - The King or Queen of Neverwinter.
14. **monarch** - Any person elected to the head office in a province. It can also include the Monarch.
15. **Populace** - A non-dues paying member.
16. **populace** - All the members of the Kingdom (i.e. citizens and populace).
17. **Prime Minister** - The Kingdom level office for administrative duties.
18. **province** - Any Neverwinter affiliated Amtgard group (shire, duchy, etc.).
19. **Regent** - The Crown Prince(ess) of Neverwinter.
20. **regent** - The second in command of a province: can also includes the Regent.
19. **Quorum** – One half of a group's Citizens.