

13 Roads Corpora

V1.02
9/2/2021

1.Membership:

Player status is divided into two categories Standard and Citizen Players.

- 1.1. Standard Players
 - 1.1.1. Must abide by the Amtgard Rules of Play as well as all mundane laws while engaged in Amtgard activities.
 - 1.1.2. This is a non-voting Status.
 - 1.1.3. Must choose a member Chapter to be their resident Chapter and have a waiver signed and on file with said member Chapter.
 - 1.1.3.1. Players are only able to choose one resident province at any given time.
 - 1.1.4. Standard Players are provided with the following services:
 - 1.1.4.1. Having their attendance tracked by the local Chapter record-keeping officer.
 - 1.1.4.2. Eligible to receive awards from Member Chapter and the Principality of 13 Roads.
- 1.2. Citizen Players
 - 1.2.1. To become a citizen player one must meet all requirements of a standard player. Players must meet all requirements of Standard Membership.
 - 1.2.1.1. Citizen players must be at least fourteen (14) years of age.
 - 1.2.2. Citizen Player must pay dues.
 - 1.2.2.1. Dues are \$10 per six months.
 - 1.2.2.2. Dues are \$15 per year, if paid lump sum.
 - 1.2.2.3. Dues are \$150 to be considered "Dues Paid for Life" if paid in lump sum.
 - 1.2.2.3.1. Dues paid for life are non-transferable outside of the Principality of 13 Roads.
 - 1.2.2.4. Receipts must be provided at the time of payment.
 - 1.2.2.5. A list of all "Dues Paid Players" shall be maintained in the Amtgard ORK.
 - 1.2.3. The player must have at minimum six (6) attendance days within the Principality of 13 Roads in the prior six (6) months according to the ORK at the time of dues payment.
 - 1.2.4. Citizen Players are provided with the following services:
 - 1.2.4.1. All services provided to Standard Players are extended to Citizen Players.
 - 1.2.4.2. May vote in their Member Chapter as well as Principality Althings and Elections
 - 1.2.4.3. May run for their Member Chapter as well as Principality Offices
 - 1.2.4.3.1. Must meet all other requirements to run for Office

2.Offices

- 2.1. High Offices
 - 2.1.1. Monarch
 - 2.1.1.1. Shall serve to increase overall attendance to all Member Chapters in the Principality of 13 Roads.
 - 2.1.1.2. Shall serve as the Principality of 13 Roads Event Coordinator.
 - 2.1.1.3. Shall preside over the Circle of Monarchs as described in the Circle of Monarchs section 3.1.
 - 2.1.1.4. Shall preside over all Ceremonies, Althings, and the daily in-game operations of the Principality of 13 Roads.
 - 2.1.1.4.1. Shall have the power to break ties at Althings, excepting those in which they are directly involved. In such cases, the tie-breaking power is passed to the next highest, uninvolved officer.
 - 2.1.1.5. The Monarch has the ability to discipline players in accordance with the Amtgard Rules of Play (RoP) and this Corpora..
 - 2.1.1.6. Should a required office become vacant for any reason, the Monarch shall appoint a Citizen Player to that office pro-tem.
 - 2.1.1.6.1. The pro-tem Officer must be ratified by an emergency Althing, to take place within one month.
 - 2.1.1.6.2. If the Althing does not ratify the appointment, a special election shall be held to choose a new officer from the Citizen Player populace.
 - 2.1.1.7. The Monarch, with agreement of the Prime Minister or Guild Master of Reeves, shall have the power to resolve any in-game issues not covered by this document.
 - 2.1.2. Regent
 - 2.1.2.1. Responsible for fostering the Arts and Sciences within the Principality of 13 Roads.
 - 2.1.2.2. Shall serve as Coordinator of Event Feasts during the reign.
 - 2.1.2.2.1. Reports to the Event Coordinator.
 - 2.1.2.3. Responsible for the running of cultural tournaments at the Principality of 13 Roads events.

- 2.1.3. Prime Minister
 - 2.1.3.1. Responsible for maintaining the records and attendance of all players of the Principality of 13 Roads.
 - 2.1.3.2. Responsible for creating, administering, and recording Corpora tests and results.
 - 2.1.3.3. Responsible for publishing a list of Corpora tested certified players prior to declaration closure.
 - 2.1.3.4. Responsible for publishing a list of Citizen Players the month before any election, Althing, or vote.
 - 2.1.3.4.1. Will provide weekly updates and a final update the day of any election, Althing, or vote.
 - 2.1.3.4.2. The Citizen Players shall be the only eligible voters in that election.
 - 2.1.3.5. Responsible for collecting 40% of Dues portion from Chapters.
 - 2.1.3.5.1. the Illinois Live Action Role Playing Incorporated Board of Director will present a Treasury Report to the Circle if Monarchs at the first meeting after an Audit
 - 2.1.3.6. Shall maintain and keep accurate records of program funds (income and expenditures) during the reign.
 - 2.1.3.7. Responsible for conducting Audits for each member Chapter.
 - 2.1.3.8. Responsible for Event Admittance at the Principality of 13 Roads events.
 - 2.1.3.9. Responsible for Disciplinary Functions described in RoP.
 - 2.1.3.10. Responsible for Moderation and Upkeep of Digital Properties
 - 2.1.3.10.1. May appoint a Scribe to assist in these duties
- 2.1.4. Guildmaster of Reeves
 - 2.1.4.1. Responsible for ensuring that all equipment used has been checked for safety and legality in accordance with the requirements set by the Amtgard RoP.
 - 2.1.4.2. Responsible for establishing and running the weapons check stations at all the Principality of 13 Roads sponsored events.
 - 2.1.4.3. Ensures that there is an appropriate number of Reeves at events, and ensures competency and appropriate conduct from Reeves .
 - 2.1.4.4. Responsible for creating, administering, and recording Reeve's tests and results.
 - 2.1.4.5. Responsible for maintaining and publishing a list of Reeve Qualified Players.
- 2.1.5. Champion
 - 2.1.5.1. Responsible for organizing tournaments and battle games at the Principality of 13 Roads events.
 - 2.1.5.2. Responsible for working with the Guildmaster of Reeves to ensure that all equipment used has been checked for safety and legality in accordance with the requirements set down by the Amtgard Rules of Play.
 - 2.1.5.3. Shall maintain a lost and found at Principality events.
- 2.2. Offices of the Chapter
 - 2.2.1. Chapter Monarch
 - 2.2.1.1. Shall work to increase overall attendance of Chapter.
 - 2.2.1.2. Shall serve as Chapter Event Manager.
 - 2.2.1.3. Shall preside over all Ceremonies, Althings, and the daily in-game operations of local Chapter.
 - 2.2.1.3.1. Shall have the power to break ties at Althings, excepting those that in which they are directly involved. In such cases, the tie breaking power is passed to the next highest, uninvolved officer.
 - 2.2.1.4. The Monarch has the ability to discipline players in accordance with the Amtgard Rules of Play and this Corpora (RoP)..
 - 2.2.2. Chapter Regent
 - 2.2.2.1. Responsible for fostering the Arts and Sciences at the Local Chapter level.
 - 2.2.2.2. Shall serve as Manager of Event Feasts at Local Chapter level.
 - 2.2.2.2.1. Reports to Chapter Event Manager.
 - 2.2.2.3. Responsible for the running of cultural tournaments at Local Chapter level.

- 2.2.3. Chapter Prime Minister
 - 2.2.3.1. Responsible for maintaining the records and attendance of all players at the Local Chapter level.
 - 2.2.3.2. Responsible for publishing a list of Corpora tested certified players prior to declaration closure at Local Chapter.
 - 2.2.3.3. Responsible for publishing a list of Citizen Players the month before any election, Althing, or vote.
 - 2.2.3.3.1. Will provide weekly updates and a final update the day of any election, Althing, or vote.
 - 2.2.3.4. Responsible for collecting Dues and providing receipts.
 - 2.2.3.5. Shall maintain and keep accurate records of program funds (income and expenditures) at Local Chapter.
 - 2.2.3.6. Responsible for conducting Audit for Local Chapter.
 - 2.2.3.7. Responsible for Event Admittance for any event at Local Chapter.
 - 2.2.4. Chapter Guildmaster Reeve
 - 2.2.4.1. Responsible for ensuring that all equipment used has been checked for safety and legality in accordance with the requirements set down by the Amtgard RoP.
 - 2.2.4.2. Responsible for establishing and running the weapons check stations at all local Chapter events.
 - 2.2.4.3. Ensures that there is an appropriate number of Reeves at local Chapter events, and ensures appropriate conduct and competency from Reeves.
 - 2.2.4.4. Responsible for determining on field Rules Clarifications and seeking a final answer from High Office Guildmaster of Reeves.
 - 2.2.5. Chapter Champion
 - 2.2.5.1. Responsible for organizing tournaments and battle games at Local Chapter.
 - 2.2.5.2. Responsible for working with the Guildmaster of Reeves to ensure that all equipment used has been checked for safety and legality in accordance with the requirements set down by the Amtgard Rules of Play.
 - 2.2.5.3. Shall maintain a lost and found for the Local Chapter
- 2.3. Office Requirements
- 2.3.1. Must have and maintain a working phone number and access to an internet connection.
 - 2.3.2. Officers may only hold one Office at the Principality level at a time.
 - 2.3.2.1. Principality Monarch is only allowed to hold a single office.
 - 2.3.3. Must maintain Citizen Player status.
 - 2.3.4. Must be 18 year old or older to hold office.
 - 2.3.4.1. Exception in the case of Champion.
 - 2.3.5. Must declare on the Principality of 13 Roads Official Forums for intended office.
 - 2.3.6. Must have passed a reeve test administered by the Guildmaster of Reeves.
 - 2.3.7. Must have passed a Corpora test administered by the High Office Prime Minister
 - 2.3.8. Must resign from any conflicting office prior to stepping up into a new position.
- 2.4. Other Office Benefits
- 2.4.1. Dues are extended 6 months while in office.
- 2.5. Office Limits
- 2.5.1. All Offices are elected to a six (6) month term of office.
 - 2.5.2. No Officer may hold the same elected position in excess of two (2) consecutive full terms.
 - 2.5.2.1. The only exception is if no other candidates declare.
 - 2.5.3. Any Officer may be removed from office with a 2/3rds majority at an Althing, once quorum is met.
 - 2.5.4. Any Officer may be removed for any criminal proceedings and serve a suspension in line with the recommendations layed out in the Amtgard Rules of Play (RoP).

3. Official Organizations

3.1. Circle of Monarchs:

- 3.1.1. The Circle of Monarchs (COM) shall consist of all monarchs of member Chapters and the High Office Monarch of the Principality of 13 Roads.
- 3.1.2. Shall hold regularly scheduled virtual meetings once a month.
 - 3.1.2.1. These meetings may be postponed if no business needs to be addressed per High Office Monarch's discretion.
 - 3.1.2.1.1. However quarterly meetings on Coronation and Mid Reign months must occur, have an open floor for Monarchs and Closing.
 - 3.1.2.2. Every member Chapter Monarch or representative present shall have one official vote on each issue.
 - 3.1.2.3. The Circle of Monarchs (COM) decisions shall be decided by a simple majority vote except decisions with motions to remove a member Chapter, which shall require a 2/3 vote.
 - 3.1.2.4. The High Office Monarch will have the power to break ties in the Circle of Monarchs (COM) vote.
 - 3.1.2.5. The Circle of Monarchs (COM) agendas must be posted to the official forum two weeks prior to the The Circle of Monarchs (COM) meeting by the High Office Prime Minister.
 - 3.1.2.5.1. New business may be added to the agenda after that date at the discretion of the High Office Officers.
 - 3.1.2.6. The High Office Prime Minister functions as the Secretary for the purposes of recording attendance and votes.
- 3.1.3. Powers of the Circle of Monarchs (COM)
 - 3.1.3.1. Acceptance of new Chapters
 - 3.1.3.1.1. The Circle of Monarchs (COM) will vote to accept/reject a new member Chapter into the Principality of 13 Roads.
 - 3.1.3.2. Elevation of Chapter Status
 - 3.1.3.2.1. Upon verification of elevation requirements by the High Office Prime Minister and with the recommendation of the High Office Monarch, The Circle of Monarchs (COM) will vote to promote a Chapter to the next elevation level.
 - 3.1.3.3. Demotion/Removal of member Chapter Status
 - 3.1.3.3.1. Should a Chapter fail to maintain qualifying requirements for a year the Circle of Monarchs (COM) may vote to demote a province to the appropriate level per this corpora.
 - 3.1.3.3.1.1. With the recommendation of the High Office Monarch and verification by the High Office Prime Minister.
 - 3.1.3.3.1.2. Or for any other reason agreed upon by the Circle of Monarchs (COM).
 - 3.1.3.3.2. Probationary Status shall be utilized with member Chapters to allow them a timeframe of 6 months to meet minimum standards of the appropriate level of a member Chapter in the Principality of 13 Roads.

4. Declarations and Elections

4.1. High Office Declarations

- 4.1.1. Must open the two (2) weeks prior to, and end the day before High Office elections.
 - 4.1.1.1. Monarch, Regent, and Champion shall be elected at Reign.
 - 4.1.1.2. Prime Minister and Guildmaster of Reeves/Master Reeve shall be Elected at Mid Reign.
- 4.1.2. In the event that no individuals declare for office, a new declaration period will be opened for seven days at which time a new office Declaration will be held.
- 4.1.3. Elections shall be held for one (1) week prior to the Coronation or Mid Reign event and shall end at midnight the day prior to the event.
- 4.1.4. Elections shall be officiated by the Prime Minister and the Guildmaster of Reeves/Master Reeve.
- 4.1.5. Mid Reign Elections shall be officiated by the Monarch and Regent.
- 4.1.6. Should the current Prime Minister or Guildmaster of Reeves/Master Reeve be a candidate in an election, the highest ranking exiting High Office officer not involved in the election shall assist with the election (Monarch, Regent, then Champion).
- 4.1.7. The winner of any election shall be decided by Ranked Choice Voting.
 - 4.1.7.1. If in the final round of voting there is a tie. The tie will be decided by the Circle of Monarchs (COM) or in the case of Local Chapters highest Ranking Officer not involved in the election (Monarch, Prime Minister, Regent, Guildmaster of Reeves, Champion).

5. Althings
 - 5.1. Althing are the forums for players to make decisions and announcements that will affect the Principality in a democratic venue.
 - 5.1.1. Anyone may attend
 - 5.1.1.1. Only Citizen Players may vote in an Althing.
 - 5.1.2. Althing decisions are determined by a majority vote of all Citizen Players unless otherwise stated in this document.
 - 5.1.3. Althing agendas must be posted to the official forums two weeks prior to the Althing by the Prime Minister.
 - 5.1.3.1. New business may be added to the agenda after that date at the discretion of the officers.
 - 5.2. Althing Powers
 - 5.2.1. Include but are not limited to the following:
 - 5.2.1.1. May discuss and enact rule clarifications that do not conflict with the Rules of Play, the agreement with Amtgard Inc. or any other ratified agreements of the Inter-Kingdom Circle of Monarchs.
 - 5.2.1.2. May update and revise the Corpora
 - 5.2.1.2.1. Corpora changes must be submitted to the official internet forums at least four weeks prior to the Althing at which the revisions will be voted upon.
 - 5.2.1.3. May discuss the future of the Principality and its priorities.
 - 5.2.1.4. May Petition to suspend players from the Principality of 13 Roads and all member Chapters.
 - 5.2.1.5. May strip or remove player titles and awards.
 - 5.2.1.6. May overturn previous Althing decisions.
 - 5.2.1.7. May vote to make Official requests by the populace to the B.O.D.
 - 5.2.1.8. May remove High Office Officers (requires 2/3 majority).
6. Events
 - 6.1. The Principality of 13 Roads is responsible for running at least 4 events per reign (can include online events/class, etc.)
 - 6.1.1. Coronation
 - 6.1.1.1. Beginning of Term of Office for Monarch, Regent, and Champion
 - 6.1.1.1.1. Held every 6 months.
 - 6.1.2. Mid Reign
 - 6.1.2.1. Beginning of Term of Office for Prime Minister & Guild Master of Reeves.
 - 6.1.2.1.1. Held every 6 months.
 - 6.1.3. Weapon Master\Dragon Master
 - 6.1.3.1. Will be held at least two weeks before the Mid Reign event.
 - 6.1.3.2. A Cultural Tournament shall be run by the current Regent and are open to any who wish to participate. Categories and rules are at the discretion of the corpora ([See Cultural Tournament Guidelines](#)).
 - 6.1.3.2.1. The winner of the cultural event shall hold the title of Dragonmaster until the next Principality of 13 Roads Cultural Tournament.
 - 6.1.3.3. Warskill Events shall be run by the current Champion and is open to any who wish to participate. Shall be run accordingly to the agreed upon criteria ([See Warskill Tournament Guidelines](#)).
 - 6.1.3.3.1. The winner of the Warskill events shall hold the title of Weaponmaster until the next Principality of 13 Roads Warskill Tournament.
7. Member Chapters
 - 7.1. The Principality of 13 Roads is composed of multiple Amtgard chapters based in Illinois, referred to as Member Chapters. Only those chapters specifically recognized as a part of Amtgard and the Principality of 13 Roads Circle of Monarchs are considered a member Chapter for the purpose of this Corpora.
 - 7.2. Provincial size:
 - 7.2.1. Provincial size is determined by the number of unique players (Resident & Citizen) sign-ins at a province each month, averaged over the previous six (6) months.
 - 7.2.2. The size of a group plays a significant role in determining the title of a province and the awards it grants.
 - 7.2.3.

Title	Shire	Barony	Duchy
Avg Attendance (6 Months)	Less than 15	15-29	30+

7.2.3.1. All member Chapters start as a Shire and can grow by one level every 6 months if attendance numbers warrant.

7.2.3.1.1. A 12 month Avg can be used if there is high seasonality.

7.2.3.1.1.1. College Towns

7.2.3.1.1.2. Harsh Winters

7.2.3.1.1.3. Global Level Pandemics

7.3. Member Chapter Officers

7.3.1. Member Chapter officers have the same responsibilities as those of the High Office Officers relative to their local Chapter.

7.3.2. These responsibilities are laid out above.

7.3.3. Member Chapters do not have to fill all officer positions at the local level.

7.3.3.1. All responsibilities of the unfilled officer roles must be met by the presiding officers.

7.3.3.2. Chapters fill officer positions based on size. Positions required for size are marked in the chart below.

Officer Chapter Size	Monarch	Prime Minister	Guildmaster Reeve	Champion	Regent
Shire	X	X			
Barony	X	X	X		
Duchy	X	X	X	X	X

7.4. Awards, Orders, and Titles

7.4.1. Ladder Awards and titles may be granted by the Officers of member Chapters but must not exceed the maximum, in accordance with the following table.

7.4.1.1.

Chapter Size	Shire	Barony	Duchy	Principality
Maximum Award Level	3rd	5th	7th	9th
Highest Title	Leige	Baronetex	Baronex	Dux

7.4.1.2. Member Chapters may award Titles of Nobility upon exit of office with the permission of the High Office Monarch below is a list of the most common exit titles and the offices they are awarded for serving in. Please See Title Alternatives Document for more details.

7.4.1.3.

	Shire	Barony	Duchy	Principality
Monarch	Liege	Baronetex	Baronex	Dux
Regent	Esquire	Liege	Leige	Countex
Prime Minister	Master	Master	Leige	Marquex
Champion	Esquire	Esquire	Leige	Defender
Guild Master of Reeves	Esquire	Esquire	Leige	Walker in the Middle

8. Awards and Honors

- 8.1. Awards and honors may never be given to those not considered at least standard players without the permission of the monarch of that kingdom.
- 8.2. Ladder Awards
 - 8.2.1. May be awarded by any level province.
 - 8.2.2. Described in Rules of Play (p. 69) under Award Standardization.
 - 8.2.3. Awarded by officers as described in the chart below:

Officer Award	Monarch	Regent	Champion	Prime Minister	Guildmaster Reeve
Dragon	X	X			
Garber	X	X			
Griffin	X		X		
Lion	X	X			
Owl	X	X			
Rose	X	X	X	X	
Smith	X	X	X		
Warrior	X		X		X
Crown	X				
Zodiac	X				

X indicates the officer is eligible to grant award up to chapter allowances described in 7.4.1.1.

8.3. 13 Roads Awards

- 8.3.1. Order of the Jubilant Awarded by: Monarch.
 - 8.3.1.1. Awarded in recognition of outstanding enthusiasm, garb or attitude in the game.
- 8.3.2. Order of the Zodiac Awarded by: Monarch
 - 8.3.2.1. Awarded for: outstanding contributions in any one month.
 - 8.3.2.2. Limitations: May only one may be given once for each month.
- 8.3.3. Order of the Tortoise Awarded by: Monarch.
 - 8.3.3.1. Awarded in recognition of outstanding enthusiasm, garb or attitude in the game.
 - 8.3.3.2. Limitations: May only be awarded to a player during their first six months in the game.
- 8.3.4. Order of the Hare Awarded by: Monarch.
 - 8.3.4.1. Awarded in recognition of outstanding enthusiasm, garb or attitude in the game.
 - 8.3.4.2. Limitations: May only be awarded to a player during their first twelve (12) months in the game.
- 8.3.5. Order of the Raider Awarded by: Prime Minister
 - 8.3.5.1. Awarded for: visiting Chapters (awarded in accordance with Table).
 - 8.3.5.1.1. No more than 6 visiting credits will be counted from a single Chapter for the basis for this award.

8.3.5.2. Criteria

1st	Visit Another Chapter	6th	Visit 6 Chapters with 15 Visiting Credits
2nd	Visit 2 Chapters	7th	Visit 7 Chapters with 18 Visiting Credits
3rd	Visit 3 Chapters and have 6 visiting credits	8th	Visit 8 Chapters with 21 Visiting Credits
4th	Visit 4 Chapter and 9 visiting credits	9th	Visit 9 Chapters with 24 Visiting Credits
5th	Visit 5 Chapters with 12 visiting credits	10th	Visit 10 Chapters with 27 Visiting Credits

8.3.6. Order of the Bowyer Awarded by: Monarch or Champion

8.3.6.1. Awarded for: Outstanding Prowess on the field with Archery.

8.3.6.2. Limitations: only one may be given once each reign.

8.3.7. Order of the Arcane - Awarded by: Monarch or Champion

8.3.7.1. Awarded for: outstanding prowess on the field as a magic caster.

8.3.7.2. Limitations: only one may be given once in each Monarch's reign.

8.3.8. Order of the Mask Awarded by Monarchy Agreement

8.3.8.1. Awarded for: Outstanding roleplay in a reign

8.3.8.2. Limitations: One awarded per end reign.

8.3.8.3. The monarchy is encouraged to award appropriate level dragons and custom titles in conjunction with this award.

8.3.8.4.

8.4. High Office Awards

8.4.1. Order of the Flame Awarded by: High Office Monarch

8.4.1.1. Awarded for: given to a group of people (company, household, etc.) for outstanding contributions to Amtgard. Limitations: only one may be given once in each Monarch's reign.

8.4.2. Order of the Jovius Awarded by: High Office Monarch

8.4.2.1. Awarded For: Outstanding attitude.

8.4.2.2. Limitations: only one may be given once in each Monarch's reign.

8.4.3. Walker of the Middle Awarded by: High Office Monarch

8.4.3.1. Awarded for: Exemplification of the ideals and conduct of reeves.

8.4.3.2. Limitations: a person may never receive more than one of these, only one may be given in each Monarch's reign

8.4.4. Paragon of a Class: Denotes excellence in an Amtgard player class, and may only be issued by the High Office Monarch.